

MARVEL SUPER HEROES

Expert Edition

Player's Handbook

Beta Draft
?!?!?

-- FROM "THE
GIRL NEXT DOOR" TO
MONARCHS OF OTHER
LANDS -- AND EVEN
STALWARTS FROM THE
FUTURE, OR FROM
OUTER SPACE.

AND THROUGH
IT ALL, THE TEAM
HAS TRULY EARNED
THE SOBRIQUET OF
"EARTH'S MIGHTIEST
HEROES"!

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Introduction

Welcome to the MSH Expert Edition Player's Handbook. This is the Expert Edition's answer to the Advanced Set's "Player's Manual". If you check out the contents page you'll notice some old favorites, but you'll also notice some cool new sections and some seemingly obvious omissions...

The original sections on creating your heroes, making FEATs, running around the map, and bashing the bad guys have been included in a completely rewritten and enhanced format. There are now more character origin types (including those from the Advanced game's "Ultimate Powers Book").

Checking through the "Hardware" section, you'll notice that the rules are there, but the item descriptions are missing! Worry not, these have been transferred into the "MSH Encyclopedia". The reason for this is simple, however many items we included, there were bound to be more additions later. So, rather than periodically re-issue the Player's Handbook just because someone invented the atomic corkscrew, we put all the "volatile" stuff into the Encyclopedia. This also means that when you are being hunted down by a lost unit from Operation: Zero Tolerance, you know that all the weapons you'll need are in one place, not scattered around numerous supplements. You'll notice that we've kept and expanded the sections on building your own stuff, too.

Wow, what's this - there's now a whole chapter on using Magic and generating a Magic-wielding character, instead of the couple of pages that gave you just enough information to want to use Magic but not enough to actually do it. And following closely behind that is a new set of Psionics rules, too!

Oh my, a whole section on space vehicles too? What else could possibly be crammed into this book?

Errr... hold on guys... someone forgot to put in the powers and talents section. Ah, wait a minute - there it is

in the MSH Encyclopedia along with all that missing hardware

MSH Expert Edition Player's Handbook

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Heroes

What is a Hero?

A hero is an individual who uses his talents and abilities for the good of others as opposed to his own good. In the MARVEL SUPER HEROES Role-Playing Game the players take on the roles of heroes in the Marvel Universe. A hero who is being controlled by a player is called a Player-Character or PC. One that is being run by the Judge, including most opponents and supporting characters, is called a Non-Player Character or NPC.

Abilities

Characters in the game are defined by a number of abilities. These abilities determine the chance a character has of performing a particular type of action.

Abilities fall into three categories: Primary, Secondary, and Special. Each ability is given a rank and/or rank number to define its level of power.

Primary Abilities

A character's primary abilities are those that are called into play the most often, to perform the most common tasks available to all characters. The primary abilities are

Fighting

A measure of combat ability, used to determine if a blow lands in hand-to-hand combat, or if a character can dodge a blow aimed at them.

Agility

Measures a character's dexterity and gymnastic ability. Used to determine hits with missile weapons, to dodge incoming fire, and to perform feats of gymnastic ability.



Strength

Pure muscle power, used to determine damage caused in hand-to-hand combat, whether a character can lift a heavy object, and to hold onto something that doesn't want to be held onto.

Endurance

A measure of physical toughness, fitness, and constitution. Used to resist poisons and disease, and to determine moving speed.

Reason

A character's intelligence and logical thought capability. Used to determine success in inventing and building

things, and to understand the unknown.

Intuition

Common sense, wits, reflexes. Used to be aware of one's surroundings, and to spot hidden items.

Psyche

Willpower, used to resist mental attacks. Also determines the magical ability of characters with those skills.

Secondary Abilities

The secondary abilities represent values that may be based on the primary abilities but which will fluctuate more often.

Health

Used to determine the amount of damage a character may take. Starts at a figure equal to Fighting + Agility + Strength + Endurance.

Karma

"Luck", "Experience", "The Force". Karma may represent any or all of these things. Karma is gained by performing heroic/honorable actions, and lost through acts of selfishness and by causing harm to innocents. Karma may be spent during the game to increase the likelihood of a character performing a difficult action, or saved to permanently increase a character's abilities at a later date.

Resources

A measure of how wealthy a character is. Does not necessarily represent hard cash, but rather the finances a character may bring to bear at a particular moment in time.

Popularity

Determines a character's reputation amongst the population of their normal environment. Used to determine the reactions of NPCs to the character. (of course, if you've just declared to Dr Doom that you're going to prevent his doomsday device from being completed, no amount of popularity is going to convince him to lend you a couple of bucks to help pay the rent)

Special Abilities

Powers

Super-human abilities possessed by the character. Each power has its own rank and rank number (with a few exceptions, e.g. those powers that modify the rank of another power or ability)

Talents

Non-superhuman skills that have been learned by the character. Most skills modify an existing ability in a particular circumstance.

Contacts

Personal friends/allies that the character may contact for aid or assistance. Contacts have no rank number, all are considered to be friendly (if they cease to be friendly, they cease to be a contact)

Pregenerated Characters

The MSH Encyclopedia contains a number of pregenerated characters from the Marvel Universe. When playing one of these characters, remember that you are playing in an alternate Marvel Universe, not the mainstream one - so anything that happens to your hero in the "real" Marvel Universe (i.e. in the comics) will not necessarily also happen in your version of the MU.

Generated Characters

This system is designed for creating new characters randomly or by spending points. Generated characters are created by the Judge or a Player, and are unique. They tend to start the game weaker than pregenerated characters, they lack the extensive background of established Marvel Universe characters, and their powers are more generalized than those of pregenerated characters. The character generation system is presented in the next chapter.

Character Modeling

Given the length, breadth, and depth of the Marvel Universe, there will be heroes for whom we haven't written official versions. For this reason, character modeling is the best way of simulating these characters for your campaigns. This method of character generation also works pretty well for those characters you have invented yourself, without having to rely on tables. Character modeling takes place as the result of the player answering a series of questions, and comparing the ranks of established heroes to set the ranks for the hero being modeled.

There is a tendency for all players to "overrate" their individuals, but keep this in mind: a super-powerful character requires super-powerful foes, and the stakes go up as you progress in power. The Judge may review a character's abilities, and downgrade them at his option. Whether a modeled character is used or not is solely up to the Judge of the game in question (this also works for multiple-Judge Campaigns, by the way).

The creation of the modeled character is similar to that of the generated character save that instead of rolling randomly, the precise abilities are chosen by the player. All references to minimum Powers, number of Contacts, and types of Powers are ignored when modeling. We are seeking to create a character most like the character in the book.

Modeling Primary Abilities

The MARVEL SUPER HEROES System has the advantage in that the effects of abilities are not precise numbers, but rather gray boxes. In modeling, this prevents long arguments over "who is stronger, Wonder Man or Thor?" To model primary abilities,, compare established heroes to the modeled one for that ability and slot your hero accordingly. Compare what you visualize your hero's Fighting ability (ability to land a blow) as to others. When you hit the level of "gee, that character is better than I am" drop back one rank. That's where your character starts. This initial rank number is the standard rank number for that ability. Ignore Talents and Powers when doing this -- a character that does not require air to survive could still have a low Endurance. Perform this for Fighting, Agility, Strength, Endurance, Reason, Intuition, and Psyche.

As an example, let's take one of the most obscure individuals of the Marvel Universe -The Osprey (the who?). The Osprey appeared in FF #177, answering an advertisement placed by the Trapster, Wizard, and Sandman, looking for a new fourth for the Frightful Four. Applicants included Texas Twister and Captain Ultra, who have both gone on to being heroes in

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their own right. The Osprey, just as a regular guy in flashy outfit with non-operative wings, applied. The Frightful Four (er... Three) took him as a serious applicant until they discovered he had absolutely no super-powers. A piqued Wizard attached one of his disks to the would-be applicant and sent him into the South Bronx, never to be seen again.

Until now. of course. The Osprey managed to elude this certain deathtrap by discovering how to control the Wizard's disk. After a long time, the Osprey managed to transform the disk into a workable flying system, using the wings for thrust and the disk for lift. Recognizing that other applicants have entered the popular and profitable profession of heroics, the Osprey decided to fight for truth, justice, and all the rest of that stuff. The above is woven of whole cloth, and is not official Marvel History, but provides a base for our model .

OK, moving into the primary abilities. Osprey is a fairly normal guy who has not been exposed to gamma rays, cosmic radiation, or radioactive spiders. If he were generated (and he's not) he'd be a Hi-Tech Wonder. His powers derive from the suit he wears. Let's review his primary abilities.

- Fighting. Well, he's no Captain America. but he's not too shabby. So he's between Typical (Rick Jones) and Good (Invisible Woman and Human Torch). Given that his powers are not such that work at a distance, I'll give him Good.
- Agility: Let's be honest -- any fool who would not dodge out of the way when Wizard is trying to attach an anti-grav disk would have troubles. Osprey is probably a normal everyday guy at best -- Typical Agility.
- Strength.. Again, we are talking about a normal human with no great powers. Typical to Good. and since I'm a player. not a

Judge, I'll give him Good Strength.

- Endurance: Any combat the Osprey would be in would be a charging type, so a low Endurance would do him no good. By the same token, he's not Spider-Man. Let's put him at Excellent Endurance.
- Reason: He's modified the Wizard's anti-grav disk, but isn't on the ball enough to have created any real powers for himself -- he probably could not design a car engine but could perform a good tune-up. Osprey has Good Reason.
- Intuition: No great shakes (look at Agility for why). Typical Intuition.
- Psyche: Anyone who walks into a meeting of the Frightful Four has moxie and willpower, if not too much common sense. Psyche is Excellent at best.

Judge's Input: Show the primary abilities to a Judge. The Judge knocks down the Strength but lets the Endurance stand. (Endurance helps survival most of all.) The Primary abilities are:

Fighting:	Good
Agility:	Typical
Strength:	Typical
Endurance:	Excellent
Reason:	Good
Intuition:	Typical
Psyche:	Excellent

Modeling Secondary Abilities

- Health is the summation of the initial rank numbers of Fighting, Agility, Strength, and Endurance (For Osprey, Health = 42).
- Karma is the sum of the initial rank numbers of Reason, Intuition, and Psyche. (For Osprey, Karma = 36.)

- Resources start at Typical, If no information is available, consider them Typical; otherwise, set them according to the roster values (Osprey has no such information so he has Typical Resources.)
- Popularity starts at 5, modified as in the generated character. Since Osprey is neither a mutant nor particularly ugly, but does maintain a secret ID, his Popularity is 0 (In other words. Osprey -- who?).

Recapping for Osprey:

- Health = 34
- Karma = 29
- Resources = Typical
- Popularity = 0

Modeling Special Abilities

To define the special abilities, check against the information provided in the appendices as a base for your character's Powers. The key words are "as a base." As your character is not the result of random rolls, it is an individual. Modify the abilities to fit your character's individual Powers and abilities.

Generating Powers: Osprey has only one: Flight derived from Wizard's disks. Now, if the Wizard's stats are available, we can check out his abilities, but let's assume that we have to start from ground zero. Wizard can move up to 140 mph (OHOTMU #12) with his disks; this is Excellent flying speed. Osprey has this speed, and may levitate in place. He steers and banks by means of his large wings. So Osprey's Power is:

- Flight: Osprey flies up to Excellent speed (10 areas/round) and may levitate in place. These Powers are in his costume.

Generating Talents.- Compare the talents list in MSH Encyclopedia, Vol 6 with that provided by the hero's appearance. If no Talents are available, the player may roll talents randomly (as per a generated

character). Osprey does not have any listed Talents (maybe tailoring, even if he has bad taste). Rolling on the table, Osprey gets the benefit of two Talents, and chooses Electronics (to help him repair the disk) and Piloting (to fit in with his Flight abilities).

Generating Contacts: Give the hero any and all Contacts that he has in his previously published stories. In FF 1177, Osprey has no Contacts (the Frightful Four do not count!), so is assumed at start to have none.

A final note on character modeling: If you find that your character has three or more Unearthly-plus stats; you may have a character that is too tough for most campaigns, and is geared towards a more cosmic campaign. Consider this a warning.

Character Generation

There are two methods of creating your character, either by rolling them randomly or by spending points from an allotted allowance given to you by the Judge.

Origins

MSH Expert Edition has a number of different type of origin, each with it's own advantages and disadvantages.

Dice Roll	Origin
01-03	Normal Human
04-18	Altered Human
19-23	Modified Human
24-38	Mutant (Random)
39-48	Mutant (Breed)
49-57	Hi-Tech
58-60	MagiTech
61-64	Mage
65-67	Psi
68-69	Surgical Composite
70-73	Demihuman
74-76	Cyborg
77-80	Robot
81-84	Alien
85	Otherplanar Being
86	Deity
87	Animal
88	Vegetable
89-90	Abnormal Biochemistry
91	Mineral Life
92	Fluid Life
93	Gaseous Life
94-95	Energy Body
96	Ethereal
97-98	Compound Form
99-00	Changeling

These generic origins are only used for generated characters. Pregenerated and modelled characters may use one of these origins, a combination, or something completely unique. Feel free to pick the origin you wish for your character, or alternatively roll one at random.

Normal Human: Boy, did you luck out. You got yourself a standard-issue off the production line homo sapiens. You have two options here -

- Re-roll the character (yes, honestly, you can re-roll the character if you're that disappointed)
- Work with the Judge to play out this character's heroic origin. This can be one of the more rewarding ways of creating your own character. Imagine playing Tony Stark when he was injured and had to build the Iron Man armor. Your character may construct some kind of device, or perhaps they are subjected to weird radiation, or maybe they find a weird magical weapon.

Normal Humans are rolled on Column 1, have no super powers, and start with any one of the following bonuses:

- +2CS to Resources or Reason
- Two extra talents in addition to whatever you roll

Altered Humans: Altered Humans are everyday people who have had their genetic makeup altered in some way, by being subjected to radiation, magical power beams, secret formulae, or whatever. Examples: Spider-Man, The Fantastic Four, Hulk, Captain America, Nick Fury.

- Altered humans roll their random ranks for primary abilities on Column 1 of the Random Ranks Table.

- After the primary ability ranks are rolled, altered humans may raise any single primary ability rank by one rank.

Modified Human: As "Altered Human" in the previous section. Differs to a "normal" Altered Human in that their genetic makeup remains unaltered, and their powers are due to modification of their body (e.g. Wolverine's adamantium, although remember his other powers are mutant-based - this type of "compound origin" is covered separately)

Modifications may be either Organic (internal organs & nervous system), Muscular (muscle tissue has been strengthened/expanded), skeletal (replacement/enhanced skeleton), or extra parts (addition of tail, wings, extra arms/legs, etc)

- Organics heal at twice the normal human rate.
- Musculars gain +1CS Strength and Endurance
- Skeletals gain +1CS resistance to physical attacks.
- Extra Parts gain a power or bonus appropriate to their form. Gain "Extra Body Parts" as a free power, plus



any other power mentioned for the appropriate part.

At least one contact should be the organisation responsible for the modifications. Modified humans gain one less power than the number rolled.

Mutants: Mutants are members of the race of Homo Superior, a new race of man born from the race of Homo Sapiens (that's us). Mutant powers often (though not always) first manifest themselves in the teenage years. Mutants are generally feared and disliked by the populace at large. Examples of mutants include the X-Men and X-Force.

Mutants fall into two types - Random Mutants have normal parents, and have randomly developed the X-Factor that determines genetic

mutation. Breed Mutants are those born to at least one Mutant parent.

When creating a mutant character:

- Random ranks are rolled on Column 1 of the Random Ranks Table.
- Resources are reduced by one rank.
- Starting Popularity is always 0.
- Mutants gain and lose Popularity at a slower rate than other character types.
- Endurance is raised by one rank.
- The majority of a mutant's Powers are inborn as opposed to equipment-based.

- They may be affected by mutant detection and mutant nullification devices.
- Breed Mutants gain +1CS to Intuition, and must have at least one contact (usually their tribe)
- Random Mutants gain one additional Power, up to the total number of Powers available to the Hero (maximum of 5).

Hi-Tech: These heroes derive their abilities solely through technological equipment. High technology heroes start with lower primary ability scores and in addition may not use their powers without their equipment; however, they receive many other benefits. Note - this entry does not cover those heroes who wear a complete power suit - they are more properly listed as Exoskeleton Cyborgs.

- High technology heroes roll on column 3 of the Random Ranks Table.
- The initial Reason is raised by two ranks (If Good is rolled, then initial reason is Remarkable).
- Initial Resources are set at Good, or optionally rolled.
- High technology heroes must have at least one Contact, and they must declare what that Contact is before starting play. This Contact represents the organization that the player-character works for (or, if Resources are high enough, owns).
- At least one Talent chosen by the player must be Scientific or professional in nature.

MagiTech: As "High Technology" in the previous section. However, the equipment must be magical/mystical in nature.

Mage and **Psi** characters are a little different to most heroes, and their character creation is covered in the relevant sections later in this book.



Surgical Composites: The hero was created in an operating room. His body contains parts taken from several bodies. Close examination reveals the scars from his creation. The most famous example is Adam, the Frankenstein Monster. Because of the widespread knowledge of that story, Surgical Composites are feared more than Mutants. They also possess a morbid curiosity about the people whose parts now form their bodies.

Surgical Composites roll on column 2 of the Random Ranks Table for their Primary Abilities. Strength, Fighting, and Endurance are all increased + 1 CS. Resistance to Mental Domination is reduced -1 CS. Initial Popularity is zero. Initial Resources are Poor. Composites heal twice as quickly as Normal Humans. The Composite initially possesses one contact - the hospital or person responsible for his creation.

Demihumans: This covers a range of human-like beings who combine the physical traits of humans and animals. Demihumans can be unique individuals or members of a race that inhabits a different place or time. Because of the wealth of legends surrounding demihumans, a new character of this type finds that his Popularity is influenced by people's preconceived notions and biases toward things with his shape.

- **Centaur**s have a human head, torso, and arms mated to the body of a horse. They possess increased Strength (+ 1 CS), can move quickly over horizontal ground (four areas/turn), and can fight with their hooves. On the minus side, centaurs have Feeble Climbing ability. They are popularly thought of as scholars or drunken lechers.
- **Equimen** possess horse legs in place of human ones. They have a horse's mane and tail as well. Such beings are often confused with fauns, although equimen lack horns. An equiman is born from two equimen, or from a centaur mating with a

human. By hiding the legs and tail, an equiman can pass for human. Kicking does + 1 CS damage.

- **Fauns** possess the hairy legs, short tail, and horns of a goat. They are frequently confused with either equimen, who are taller, or with the traditional image of a devil. Because of the unfortunate resemblance to the latter, fauns have an initial Popularity of zero. They possess Feeble Mental Domination over females of any human(oid) race, which, coupled with their penchant for intoxication, causes them to gain Popularity more slowly than other Demihumans.
- **Felinoids** are human-shaped, cat-like beings. The overall body shape is human, but the skin is covered in fur and the face is that of a cat. A felinoid has a tail, claws, fangs, pointed ears on top of the head, and slitted pupils in the eyes. A felinoid can see in the dark with Excellent night vision. Such beings possess + 1 CS Climbing ability. Tigra is a good example.
- **Lupinoids** are human-shaped, caninelike beings. They are often mistaken for the cinematic conception of a werewolf. The body is covered in hair and the face is definitely canine. The body has a tail, harmless claws, big teeth, and long pointed ears atop the head. A lupinoid possesses an Excellent sense of smell. The Popularity of lupinoids varies. Because some people think every lupinoid is a werewolf, their Popularity decreases -1CS. Other people see them as dogs, and thus as man's best friend; this prevents the Popularity from dropping any further. Lupinoid genetics are the most flexible of all the demihumans. There are

as many breeds of lupinoids as there are of dogs, wolves, and foxes (the latter being a subclass, the vulpinoid).

- **Avians** come in two basic types, angels and harpies. The angelic avians resemble humans with wings sprouting from the shoulder blades. Angel of X-Factor is this type. They get an increased Popularity (+ 1 CS). Harpies possess arms that are modified to also serve as wings and feather-covered legs that end in bird claws. They gain + 1 CS Fighting. Angelic avians reproduce by normal human means. Harpies lay eggs.
- **Chiropterans** are similar to angelic humans except that they combine the human parts with those of a bat. Their arms also serve as leathery wings, their feet have elongated toes that can serve as hands, and in addition they possess large ears. They possess the Power of Active Sonar at Good rank. 'Pterans scare most people, especially the bulk of the populace who believe all bats are Vampires. Initial Popularity is Feeble.
- **Lamians** are snake people. The legs have been replaced by a serpentine body, although the arms are normal. The skin is covered in fine scales. Lamians have lidless eyes and retractable fangs. There is a 50% chance the lamian is venomous (Excellent Intensity poison). Because snakes terrify so many people, the lamian's initial Popularity is zero. Lamians are difficult to bind (+ 1 CS to escape).
- **Merhumans** are amphibious relatives of lamians. The body is human from the waist up; the rest is a flexible fish-tail. Merhumans possess both lungs and gills, but can only stay away from

water a limited time because their bodies quickly dry out. Movement on dry land is limited to crawling or dependence on vehicles. Merhumans also possess Water Freedom. They fascinate Normal Humans and have an increased Popularity (+ 1 CS). The usefulness of a merhuman in a land-locked campaign is limited, but certain Powers can overcome the merhuman's disadvantages: Shapechange, Alter Ego, True Flight, and so on.

There are numerous other Demihumans you could create. The player can combine any animal with a human to create a new Demihuman, then work with the Judge to provide it with reasonable statistics.

Demihumans roll for abilities on Column 5

Cyborgs: Fall into four main types.

- **Limb and Organ:** The hero began as a Normal Human but has had parts of his body replaced by artificial devices. This may have been done to save the hero's life after a near-fatal accident or the hero may have voluntarily undergone the operation in order to gain Powers. The original Deathlok is an example of the former type. Cyborgs initially have a decreased Intuition (- 1 CS) due to mental anguish over a perceived loss of humanity (in the former case) or a self-hatred toward their original weak human form (in the latter). While most cyborgs are High Tech creations, there are also Magical Cyborgs. For example, the Celtic god Nuada had an arm made of silver. The player should determine what parts are artificial, using the randomly generated Abilities and Powers as a guide. For example, Strength of

Remarkable or better suggests the limbs and skeleton are artificial. Speed-running could come from a leg-replacement. Vision Powers seem to require at least one man-made eye. At least one Contact must be either the lab or hospital that created him or a facility that provides maintenance services. Roll abilities on Column 3

- **Exoskeletons:** The hero's body is intact but is encased in a mechanical suit that provides him with life-support and Powers. The natural and artificial bodies exist in symbiosis. Tony Stark/Iron Man is the perfect example of this. The most common Exoskeletons are roughly the same size and shape as the being within; that is, the Exoskeleton resembles a clunky suit of armor. Exoskeletons can come in any size of shape, however. The giant robots of Japanese cartoons are actually immense Cyborg Exoskeletons. Roll abilities on Column 3, then use the Ability Modifier Table to find out the effect the exoskeleton has on F,A,S,E.
- **Mechanical Body:** The only part of the hero's original body that remains is his brain and the nervous system. This is housed in a special life-support module that fills most of the brain's needs (oxygen, blood, nutrients). The life-support module is mated with a mechanical form that serves the brain as its new body. The nervous system is directly linked with the machine's control circuits, allowing both control and sensory feedback. Mech bodied characters are often mistaken for Pure Robots. In fact, an internal examination is needed to clearly distinguish the two

types. Of course, Pure Robots don't feel the urge to cry. Mech bodies are even more morose than Mech Limb cyborgs; at least the latter retain some of their bodies. Their depression causes them to have a lower initial Intuition and Psyche (- 1 CS to both). Mech Bodies have Monstrous Resistance to Disease and Poisons of all sorts. This is because the brain is doubly protected from the outside world. However, they are prone to things that never harm a flesh-bound character, like Magnetic attacks and rust. When creating the hero, the player must decide what his Mech Body looks like. For most campaigns, the Mech Body is basically human-shaped. It may even have a pseudo-flesh covering to disguise the body's true nature. Such coverings tend not to survive battles, though, so the hero must have a spare supply. Replacing a full body cover has an Excellent cost; a head-and-hands-only set is a bargain of Good cost. Mech Bodies can come in other shapes. These can be anything the hero might find useful in his environment: spider-bots, baby tanks, starships, etc. Since specialized Mech Bodies are less adaptable, such characters tend to be NPCs. Mech Bodies are not limited to a single body, though. A lab with Remarkable facilities can adapt the life-support module for easy transferral to other bodies. Thus, your hero can have as many bodies as his Resources can provide. Random ranks are rolled on column 4. If the Mech Body has different forms, the player must generate the Physical Abilities and Powers of additional bodies as if they were separate characters.

Mech Bodies initially have only one Contact-the lab where they were created.

- **Mechanical Augmentation:** This is a Cyborg who still has all his original (human) equipment but carries some options inside. Unused spaces in his body are now filled with various useful devices. These can be directly controlled through the nervous system. It is these devices that give the hero his Powers. They can be anything from a, tiny radio in the ear to a Disintegration gun concealed in the arm. Augmenteds chose their condition and do not suffer from the depression that affects most Cyborgs and Mech Bodies. Since there is a limited amount of extra space in the body, Augmenteds receive one less Power. Augmenteds roll on column 3. Initial Resources are Good or optionally rolled. If the hero possesses Hyper-intelligence, Hyper-Invention, or Weapons Tinkering, then he may have created his new form himself with the help of a Remarkable clinic.

Robots: Also fall into four types

All player-character robots may heal normally, simulating internal repair functions.

There is no Karma loss for killing a robot or allowing a robot to be deactivated. A robot may potentially be reactivated after it has "died." A "dead" robot must be reactivated by outside forces, and will return with Karma set at 0.

- **Humanshape:** This is a completely mechanical being that is patterned after the human body. The degree of similarity varies; specimens can include metallic skinned caricatures (Sentinels), metallic simulations (Jocasta), and

pseudo-fleshed imitations (Delphine Courtney). Most are High Tech but rare specimens are Magical in nature, clockwork men given life by eccentric mages. While most Humanshapes are the size of Normal Humans, they are much heavier. The average specimen weighs 500 to 2,000 pounds. Humanshapes roll on column 4. Initial Popularity is zero. Player character robots possess self-repair facilities that simulate normal Healing. There is Karma loss if a hero purposely destroys a sentient robot. Robots are people too. Nonsentient robots are cannonfodder.

- **Usuform Robot:** This is a robot that believes in the adage, "Form follows function." This robot's body is anything but humanshaped and is designed to best serve specific needs. For the game's purposes, needs refers to Powers the usuform possesses. Example: A usuform hero possesses Bio-physical Control, Cold Emission, and Levitation. His design might look like a metal egg supported and propelled by an induction field. The egg has two arms, a variety of sensors, a speaker grill, an underslung ray-projector (the Cold Power), and carries on its back an expandable life-support chamber (the Healing Power). Usuforms roll on column 4. Sentient usuforms are often mistaken for mindless industrial robots; people usually look for a human controller hiding nearby. Popularity is unaffected because people simply do not give the usuform any thought other than "Oh, what a wild prop!"

- **Metamorphic Robot:** This is a robot whose design is so flexible it can change into two or more forms, each possessing different Physical Abilities and Physical Powers. Most Metamorphs have a dual nature. The primary form is a humanshape; the secondary form may be a vehicle or usuform. Both forms weigh the same, but may be different sizes. A Metamorph can change into a form that is up to three times larger than the smaller form. If the metamorph possesses size-altering Powers, this limit is replaced by that Power's limit. Metamorphs roll on column 4.

The player must generate separate Physical abilities for each form and assign Powers to either or both forms.

Metamorphs have a minimum of two forms. In the creation process, additional forms can be gained at a cost of - 1 CS to all Primary Abilities for each additional form gained.

- **Computer:** The hero is a computer, period. At first glance this seems unplayable, but bear me out. This is a rare computer, one that is self-aware and possesses true intelligence. While the mainframe itself is immobile and unable to physically act, peripherals give the sentient computer a wide range of means to deal with the physical world. Slave robots act as proxies for the computer. Physical additions provide tile mainframe with add-on functions. The Computer can directly interact with other computers, robots, and some cyborgs on a programming level. In some campaigns, there may even be a computer-generated pocket dimension where computer programs are "living" beings. If the

computer possesses Alter Ego or Lifeform Creation, it can create a human-like extension of itself. Such a being would possess all the computer's abilities and most of its Powers (save those assigned to the peripheral hardware). Damage to the extension results in feedback that causes equivalent damage to the mainframe. The computer may hide its true nature and intelligence from its owners, creators, and/or programmers. Only a major threat to its existence can cause it to reveal itself and risk losing its freedom. In a magical setting, the computer can be any mystical device, such as a crystal ball or an elaborate altar. Slave units and peripherals are likewise translated into mystical analogs.

For game purposes, assume that all sentient computers have a minimum of one remotely controlled industrial robot. The owners think this robot is only used for self-maintenance and experimentation.

Computers roll on column 4. Reason is increased + 2CS. Fighting is decreased - 1 CS.

Resources are increased + 1 CS and represent company supplies directly controlled by the computer or those which it can order without arousing suspicion. Computers have a decreased (-1CS) Resistance to Electrical and Magnetic Attacks and also to Phasing.

Loss of all electrical power to the mainframe causes deactivation and loss of some of the computer's abilities and all of its Karma. Abilities and Powers are reduced - 1 CS across the board.

Aliens: These may include Homo Mermanus (but not Homo Superior), Kree, Skrulls, and Shi'ar, as well as

racess that have yet to be discovered in the Marvel Universe. Aliens have the potential of being incredibly powerful, but have limited secondary abilities. The following generation system is for super-powered aliens whose races have not been encountered before.

- Alien characters roll their primary abilities on column 5 of the Random Ranks Table.
- Alien powers may be natural or the result of Equipment carried. The player must declare whether any Power is inborn to his race or external.
- Aliens gain one less Power (minimum of two).
- Starting Resources are set at Poor.
- An alien character starts with one Contact (maximum). This is usually the alien's home race, dimension, or people. Those characters who do not choose the race as one of their Contacts are considered outcasts of that race, planet, or dimension (note to Judges: Outcasts are usually hunted down by others of their race).

For known alien races, consult Volume 9 of the MSH Encyclopedia. Every race has their own specific character creation rules.

Otherplanar Beings: These are magical beings from other planes of existence. They are both supernatural and corporeal in nature. These beings may resemble characters from various mythologies. This affects their Popularity. Benevolent otherplanar entities gain + 2CS while malevolent ones lose - 2CS on their initial Popularity. They have no initial Contacts but will soon be sought out by groups who see them as symbols or tools. All Physical Abilities are raised + 1 CS. Such beings possess a Psychological Weakness that Negates their Power. Malevolent otherplanar beings automatically possess Good Fire Generation and Specific

Inulnerability to Heat and Fire. Benevolent otherplanar beings automatically possess a specific form of Artifact Creation that produces a magical sword (or other weapon) that does Excellent damage. Roll on column 5 for abilities.

Deity: This is an "Entity of Great Power" - or rather, was such a being. The deity was an actual god, demigod, or close relative who was actually worshipped at some point in the past. Now his powers have waned because the religion which was devoted to him is no longer practiced. His followers have disappeared into the annals of history. Thor is an example of such a being.

Now he is a god-on-Earth and locked into a mortal shell. He is still a formidable being, though. Deities have increased ranks in all their primary abilities and cannot really die in the Earth Dimension unless the slayer is another deity. Each deity has a home dimension; on that plane the deity loses his special protection from death. Deities are usable as player characters. The Marvel Universe includes Asgardians, Olympians, and deities from a host of other pantheons. Both Thor and Hercules are members of the Avengers. Snowbird, daughter of an Inuit goddess, is a member of Alpha Flight. The thing that permits their playability is their diminished Power. Once Odin formed the Earth from the blood and bones of a slain Ice Giant, but he can't do things like that anymore. There are three reasons a deity might be found on Earth. One is that his Powers have diminished to such a point that the Earth Dimension is the only place he can survive. The second is that he has been sent to the Earth Dimension by other, more powerful Deities. Both Thor and Snowbird are in this category. The third reason is that the deity is bored with timeless infinity and is slumming it on Earth as a way of generating excitement. Hercules fits this. Actually, there is also a fourth reason. The deity might be on Earth seeking Power, whether by regaining worshippers or establishing a portal between Earth and his home dimension. However, for game purposes, this reason is restricted to

NPC deities who are acting as villains in your campaign. All primary abilities are raised + 2CS. Deities automatically possess at least one Travel Power. Deities gain two additional Powers. Deities have increased Popularity (+2CS) with the public but zero Popularity with the hierarchy of the major established Earth religions. Deities eventually attract any remaining living worshippers they still have. All of these people serve as Contacts. A deity PC who abuses his worshippers faces a stiff Karma penalty. Deities are honor-bound not to actively promote a religion based on themselves. Deity PCs who try this lose - 1 CS from all their Abilities and Powers. Roll on column 5 for abilities.

Animals: This is a catch-all category that includes fish, mammals, birds, reptiles, and the rest of Earth's fauna, in addition to aliens that do not fit into any other category. About the only example of this in the Marvel Universe is Lockheed, the dragon. Your campaign, on the other hand, might be filled with heroic Animals or really peculiar aliens (I'll fudge a little and include Lockjaw, the Inhumans' "dog" as an example of this). Animal PCs have three main types of backgrounds. One is that the animal is a mutant. Another is that the animal was altered in ways that gave him intelligence and Power. The last is the animal is a relatively normal member of a race of animals like him (Lockheed, for example). The player can determine this in the Origins of Power section and embellish it to the best of his ability. Animals have to have a human Contact. People tend to see the human Contact as the animal's owner or trainer. People refuse initially to believe the animal is intelligent. Animals have very few legal rights, but they also have few responsibilities. Animals roll on column 1. Aliens in this category roll on column 5. Animals gain one less Power. Animals automatically have two Detection Powers at Good rank. Animals risk death or capture from people who are ignorant of the animal's true nature.

Resources are zero unless the animal has attached himself to a human. In this case, the Resource rank is assigned to that human.

Vegetable: The hero is an intelligent, mobile plant. He can be of any nature but for game purposes the hero is assumed to be a man-shaped plant. His physiology is based on photosynthesis. The plant-man doesn't need to eat anything except a bit of fertilizer occasionally. Prolonged deprivation of light and water reduces the hero's Strength and Endurance - 1 CS per day after an initial three days. Plants have no legal rights. This can be a real problem. The Plant Hero may be a mutant, a modified plant, a member of a species of intelligent plantlife, or a human or other being who was somehow transformed into a plant. A permanent result of Induced Vegetation could create such a character. Man-Thing is an example of the last type. Plants roll on column 1. Plants have zero Resources. Plants automatically possess Absorption Power of Good rank in the form of enhanced photosynthesis. Plants have - 2CS Fighting. Plants gain + 2CS Endurance. Plants have no initial Contacts; the exception is if the Plant was created by scientific means, in which case its creator might be a Contact.

Abnormal Biochemistry: The body is apparently normal but possesses a different chemical base than that of Normal Humans. A key element in the body's chemical makeup is replaced by another element. The most common abnormalities are silicon replacing carbon, copper replacing iron, and cobalt replacing iron. Silicon-based life has a body temperature 40 degrees lower than similar carbon-based life. Copper produces green blood. Cobalt produces blue blood. In all these cases, acquiring food that fits the hero's metabolic needs is a problem. If the abnormal lacks a food supply, he'll have to seek one out. A lab of Remarkable cost can synthesize the necessary foodstuffs. For game purposes, assume the hero already possesses a steady food

supply.

Because of the different body chemistries, abnormals cannot donate blood or body tissues for transfusion into Normal Humans. Likewise, anything foolish enough to try to feed on the abnormal, like a lion or a Bio-Vampire, takes Good damage as it tries to digest what, to its system, is poison. Abnormals cannot interbreed easily with Normal Humans, even when their bodies are virtually identical. A hospital with Incredible facilities is needed top after the would-be parent's genetic material to a compatible type. Abnormals roll on column 2. Endurance is raised + 1 CS.

Mineral Life: The body is composed of solid materials that normally do not sustain life. In fact, the body might not even have anything remotely resembling internal organs. In such cases, an internal examination would only reveal homogenous matter. The body can be of any single element or compound or a mixture of anything the player can think of - Examples of Mineral Life include golems and Warlock (of the New Mutants). Because Mineral Life is simpler, it is easier to feed and maintain. If food is needed, the Mineral Life can digest raw matter of its composition. Wounds can be bandaged by applications of the same matter as well. ("But Doctor, I'm not a bricklayer!") Mineral Life is immune to all Poisons and Diseases that harm Normal Humans. Conversely, exotic poisons and diseases that do harm to Mineral Life do only Feeble damage to Normal Humans. Mineral Life is vulnerable to attacks with special effects on the body materials. For example, an iron golem is prone to rust. Mineral Life rolls on column 2. Initial Health is doubled. Movement rate is decreased - 1 CS.

Liquid Life: You know that the Normal Human body is 68% liquid? Well, this type is 100% liquid. However, it is composed of special liquids that remain together. The fluid body can be of any viscosity from gelatinous to watery. It can move at will by flowing through other liquids or

along surfaces. It can even climb vertical surfaces. If the liquid life possesses Endurance and Psyche ranks of Excellent or better, the Fluid Body can form an erect simulation of a human body. This can "walk" by sliding along the ground.

Contrary to what you might think, a Fluid Body is actually dry to the touch. This is because none of the body's liquids leave the body unless deliberately secreted. The Fluid Body can be housed in a naturally secreted sac or in an artificial container. This is determined by the player rolling such Powers as Armor, Body Armor, or Body Coating. If the Fluid Body is frozen, the hero is immobilized until he can melt. He takes no damage from such an attack, although sacs or body containers might be shattered by the cold. Vaporization is a fatal act for most Fluid Bodies. Fluid Bodies roll on column 5. Fluid Bodies have a natural variation of Phasing that permits them to permeate any porous material. Fluid Bodies have no initial Contacts except their own race, if one exists. Because of the Fluid Bodies' control over their own fluids, it requires an Incredible Agility FEAT to drain off any part of the Fluid Body. Drained parts remain under the main body's control as long as they are within one area. Once beyond that limit, the drained liquid "dies" and becomes inert.

Swallowing a Fluid Body can be a fatal act if the body so chooses. It can also result in a symbiosis if the Fluid Body takes a liking to the solid host.

Gaseous Life: The body is completely composed of gases, vapors, smoke, and mist without any solid (or even liquid) components above the microscopic level. The Gas Body is a coherent cloud that retains its integrity even in the face of Amazing Intensity winds. Unlike normal clouds, the Gas Body can move at will in any direction and even penetrate liquids and permeable solids. However, it cannot freely move in a vacuum unless it possesses a Travel or Energy Power. The Gas Body may be composed of a single element or compound or any sort of exotic mixture. If the gaseous hero possesses a

Shapechanging Power, Alter Ego, or Body Transformation-Self, the being can temporarily assume a human-like form.

Gas Bodies are immobilized if converted to liquid or solid forms but take no damage from this act. While gaseous, the being can freely expand or contract. Minimum size is one cubic foot. The maximum size can fill a volume equivalent to the average shopping mail.

Gas Bodies roll on column 5. On Earth, Gas Bodies have zero Resources and no initial Contacts. The only way to destroy a Gas Body is to alter its composition through Powers like -Matter Conversion and Matter Control.

Inhaling a Gas Body can be a fatal act since the being's gases can prevent required gases from reaching the lungs.

Gas Bodies can enter a symbiotic relationship with a solid being. Gas Bodies possess a natural form of Phasing that permits them to penetrate solids.

Energy Body: The hero is a field of coherent energy. The basis for this can be any Energy form found in the Energy Emission and Control sections of this book. The Energy Body can move at will in any direction, even though spaces that lack a medium to transmit it. The Energy Body possesses an Intensity rank of its own; this is how the Health points apply to this being. Energy Bodies follow the same characteristics as normal energy of the same type. They possess a special vulnerability to Plasma Control (-1 CS Resistance). Energy Bodies can be contained within special storage batteries; this is the only way to immobilize these beings. Energy Bodies- composed of visible energy types can create a ghost-like image of a human. If the Energy Body possesses Alter Ego, Energy Solidification, or Lifeform Creation, it can form a solid facsimile of a human. The only way to destroy an Energy Body is to completely Negate or solidify its energy. Energy Beings roll on column 5. Energy Beings have a Bonus Power of Energy Emission. Energy Control is an Optional Power. Physical contact with an Energy Being does Feeble damage.

Ethereal: The hero is an intangible, disembodied spirit. He can be a ghost who once possesses a mortal shell, or belong to a race that always exists in this form. An Ethereal can drift about in any direction he chooses, and can pass through solid matter without any effort. The visibility of an Ethereal varies according to his whim; he can be invisible, transparent, translucent, or opaque. If the Ethereal is a ghost, his form resembles an idealized version of his old body. The ghost's appearance is actually based on his self-image and thus reflects the ghost's attitude toward himself. This is why ghosts are usually either very beautiful (or handsome) or quite pathetic. Ghosts are immune to most physical attacks with Intensities less than Unearthly. They are vulnerable to Mental and Magical attacks, especially by Powers that affect the spirit. Either Psior Spirit Vampirism can destroy an Ethereal. While Ethereals are intangible on the Earth Dimension, they regain solidity in other Dimensions. In such realms Ethereals are vulnerable to all Powers except those that specifically affect Ethereals and other disembodied beings; these Powers are Spirit Summoning and Storage, Reincarnation, and Exorcism. If the Ethereal once had a solid body, he might not necessarily have died to reach his current state. He might have become an Ethereal by being directly transformed from solidity to ethereality. Such transformations can be magical, scientific, Power-based, accidental, or deliberate. The Red Ghost is an example of a Normal Human directly transformed into an Ethereal as a result of a scientific mishap.

If the Ethereal possesses Alter Ego or Lifeform Creation, he can create a living body for himself. If he possesses Mental Domination, he can possess a human host. Ethereals roll on column 1 (they're about as altered as a human can be). Fighting rank is zero in the Earth Dimension, unless the Ethereal is fighting another Ethereal. Physical attacks have a decreased effect on Ethereals (-9CS). Spirit Vampirism completely destroys Ethereals. Psi-Vampirism destroys the self-image and reduces the

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Ethereal to a mindless Poltergeist. At least one Contact can be a Spiritual Medium.

Undead: The being in question had once been a Normal Human (or any other species) but has since died. Through some arcane and possibly disgusting means, the body has regained animation and ceased to decay. The being's life force is once again in residence (although the old house just isn't the same). Special means are required to maintain the reunion of mind and body. This can be anything from being frequently re-embalmed to utilizing any of the Vampiric Powers. If the Undead fails to follow his required - maintenance procedures, he begins to fall apart. In Undead terms, this is what Health points are used for. Health is the structural integrity of the Undead's own corpse. The nature of the Undead can vary. Examples include Bio-Vampires like Dracula, Zombies ("Zuvembies" in the Marvel Universe), animate Mummies like those in ancient pyramids and bad B-movies, and even hybrid forms that still retain some humanity. Dracula's daughter Liliith is such a being, being conceived after Dracula had become an Undead. Technical note: At this time, all BioVampires on the Marvel Universe Earth have been destroyed. Your campaign, however, can be free of this restriction if you so desire. The Great Continuity Goddess bade me mention it anyway. Undead roll on column 1. Strength and Endurance are increased by +1CS. The player and Judge must come up with a body maintenance procedure, unless the hero possesses a Vampiric Power. Undead possess a Psychological Weakness; their Power is negated while they are within 10' of a religious symbol. If the symbol is that of a religion the Undead practiced while he was alive, he suffers Excellent damage.

Compound Form: The hero's body contains aspects of two or more of the preceding Body Types. As such, it possesses a mixture of the

advantages and disadvantages of each type.

The Combination of advantage and disadvantage is unique to each Compound. When creating a Compound character, the player first generates the number of Body Types combined in his character, then the actual types, using the Body Type Table above. The next step is determining the advantages and disadvantages are retained by the compound.

Example: The dice have assigned the hero a

No of Compound Forms

Die Roll	Number	Adv./ Disadv. %
01-50	2	50%
51-75	3	33%
76-95	4	25%
96-00	5	20%

Compound Body Type. Muttering under his breath ("Great, I get to play a freak"), the player rolls a 61. His Compound has three aspects, which the dice again decide Normal Human, Demihuman (he chooses Chiropteran), and Demihuman again (he chooses something not on the list). Three Body Types get him a 33% chance of retaining advantages and disadvantages. He starts rolling. By the time he's done, his freak has begun to form. The character's wings sprout from his back, rather than being formed by his arms. The ears are smaller and more human-like since he lacks sonar. From the Other Demihuman aspect, a waspman, he gets a stinger that does Excellent Paralysis damage and rigid plates on his torso. The artificial Body Types lend themselves especially well to creating Compounds. All such Compounds are automatically Cyborgs.

Compounds only roll on a single column, determined by the A/D percentage.

Most Compounds are unique individuals. Due to their peculiar nature, they do not easily reproduce. Genetic offspring, including clones, possess only a single aspect. In the example, a clone of the freak would be either a Normal Human, Chiropteran, or waspman. Popularity is decreased - 1 CS, cumulative with any losses determined by the various aspects (Body Types).

Changeling: The hero can transform into any of a number of possible Body Types. Each Body Type aspect of the Changeling possesses its regular advantages and disadvantages which apply only when the hero is in that particular form.

What powers the hero possesses are assigned to any and all of his Aspects. Each Aspect must have one Power which is unique to it, a Power no other Aspect has. The hero can transform himself from

No of Changeling Aspects

Die Roll	Number
01-50	2
51-75	3
76-95	4
96-00	5

one Aspect to another in 10 turns. During this time, no Powers can function and all Primary Abilities temporarily drop -2CS. Changeling is similar to the Power of Alter Ego. If the player rolls that Power while creating a Changeling character, he can discard it and roll another Power.

Example: Kit has rolled Changeling for his Body Type. This one has two Aspects: Robot (humanoid), and Vegetable. "Great, a robot that turns into Man-Thing." Eventually, Kit decides his robot was specially designed to imitate other life-forms, but the Shapechange circuitry burned out after recording its first form.



Changelings roll on column 5, regardless of what the various Aspects would roll on. If while in one Aspect the hero loses all Health points, he can save his life by making a red Psyche FEAT. Success means he lives, but permanently loses the ability to transform into that Aspect. Powers can be assigned to any or all Aspects. Each Aspect must have a unique Power not shared with other Aspects.

Generating Abilities

Generating Primary Abilities

Each origin uses one of the following columns on the Random Ranks Table. Roll for each of the seven primary abilities on this table.

You may also be called to roll on the Ability Modifier Table by your chosen origin

Ability Modifier Table

Dice	Modification
01-15	Reduce by one rank
16-50	Remain unchanged
51-70	Increase by one rank
71-85	Increase by two ranks
86-95	Increase by three ranks
96-00	Increase by four ranks

Unless noted otherwise, no ability may be modified in any fashion below Feeble or above Monstrous.

Generating Secondary Abilities

Generating Health: Add together the initial rank numbers of Fighting, Agility, Strength, and Endurance to find your starting Health.

Generating Karma: Generate your starting Karma by adding together Reason, Intuition, and Psyche.

Generating Resources: Unless you are told otherwise, resources are Typical, followed by a roll on the Ability Modifier Table.

When you first generate your character, you may "purchase" additional Powers, Talents, and Contacts by reducing starting resources. You may spend two resource ranks to gain an additional power, and one to gain an additional talent or contact. You may not reduce resources below Feeble through this method.

Rank Name	Initial Rank Number	1 Mutants, Altered Humans	2 Normal Folks	3 High Technology	4 Robots	5 Aliens
Feeble	1	01-05	01-05	01-05	01-05	01-10
Poor	3	06-10	06-25	06-10	06-10	11-20
Typical	5	11-20	26-75	11-40	11-15	21-30
Good	8	21-40	76-95	41-80	16-40	31-40
Excellent	16	41-60	96-00	81-95	41-50	41-60
Remarkable	26	61-80	--	96-00	51-70	61-70
Incredible	36	81-96	--	--	71-90	71-80
Amazing	46	97-00	--	--	91-98	81-95
Monstrous	63	--	--	--	99-00	96-00

Generating Popularity: Initial Popularity (unless otherwise stated) is 10.

- Raise Popularity by 10 if identity is publically known.
- Lower Popularity by 5 if identity is secret.
- Lower Popularity by 5 if the hero associates with known mutants, but are not themselves a mutant.
- Lower Popularity by 5 if the hero is generally unpopular (e.g. ugly)

A character with a secret ID has two Popularity stats, one for their costumed identity and one for their private life. Both start at the same level, but change independently of each other from that point onwards.

A secret ID will not start with a Popularity with less than 0.

Generating Special Abilities

The number of Powers, Talents, and Contacts are determined by a dice roll on the following table. Each category is rolled separately.

Secret IDs

When determining initial Popularity, you must decide whether your character has a secret ID.

The number before the slash represents the initial number of Powers (or Talents, or Contacts), while the number after the slash is the maximum number of Powers.

Powers, Talents, and Contacts

Die Roll	Powers	Talents	Contacts
01-12	1/3	0/3	0/2
13-26	2/4	1/4	0/4
27-41	3/5	1/6	1/4
42-55	4/6	2/4	2/4
56-66	5/7	2/6	2/6
67-75	2/8	2/8	3/3
76-83	7/9	3/4	3/4
84-89	8/10	3/6	3/6
90-94	9/12	4/8	4/4
95-97	10/12	4/4	4/5
98-99	12/14	5/6	5/5

Initial number of Powers represents the number of Powers the hero has. Maximum number of powers represents the absolute maximum number of Powers with which the character may start the game, including Powers gained through the sacrifice of Resource ranks and automatic powers gained through the character's origin.

Generating Powers: Each power may be chosen from the Powers section of the MSH Encyclopedia, or rolled randomly from the table in that book.

Powers marked with an asterisk count as two slots. Some powers list a second, "Bonus" power in their description. This power adds to the number of initial powers, up to the maximum (this is a change in the Expert Edition - the Advanced Rules stated that this power was one of the initial powers).

Limitations: Certain powers require that a limitation be taken. Additionally, you may raise the initial rank of a power by taking a voluntary limitation. Limitations must be agreed by the Judge.

Use the following guidelines for raising Power ranks through limitations. Only one limitation may be possessed by any given character, and no more than three Powers should be raised by that limit.

Maximum of Excellent

Power is limited to daytime or nighttime use
Power may only be used three times/day
Power does not work in temperatures below 0 Fahrenheit

Maximum of Remarkable

Power does not affect one type of material it would affect normally.
Power does not work in presence of flame
Power may only be used twice/day
Power does not affect a certain color

Maximum of Incredible

Power does not affect either organic or inorganic material.



Power requires a vocal component (power word or phrase)

Power cannot inflict less than power rank damage
Power requires two free hands

Maximum of Amazing

Power only affects one type of matter
Power only affects one type of character (demons, robots, mutants, etc)
Power only works once/week
Power fails randomly 50% of the time
Power drains user's health by 10 points/use

Maximum of Monstrous

Power only works outside of atmosphere
Power only works in below 0 temperatures
Power knocks user unconscious for 1-10 rounds

Maximum of Unearthly

Power only functions in another dimension
Power only functions on Astral Plane
Power may only be used once per year
Power negates the use of all other powers for one week
Power only works at very high (200+) temperatures

Generating Talents:

For each talent, roll on the Talent Categories chart (from the MSH Encyclopedia) and choose one from within that category (or roll at random)

Generating Contacts: Each contact can be chosen from the list in the MSH Encyclopedia, or decided between the Judge and player.

Contacts should be assigned to either the Secret ID (if applicable), or the heroic identity.

Weakness Generation

Your Judge may tell you that you have to generate a weakness for your hero, or you may wish to do so anyway to add "character"

Everybody has an Achilles' Heel, a weakness that can really mess up his day. The nature and severity of the weakness varies with the individual, race, or class. Normal Humans have so many we don't even think about them, aside from heeding such warnings as "Poison" or skull-and-crossbones symbols.

A Weakness is a cause-and-effect situation. A specific stimulus causes the Weakness to appear. Its effect is what actually occurs to the hero as a result of being exposed to the stimulus.

The final consideration is the duration of the Weakness. This is the length of time the hero is affected. Okay, why should you, the player, even pay attention to this section? As I said, *everyone* has a weakness. For Normal Humans, the standard stimuli are Elemental Allergy, Molecular Allergy, and Energy Allergy with Fatal Effects. Superpowered heroes possess an enhanced resistance to all of these stimuli but retain a special Weakness to a specific stimulus. Normally, the effect is limited to Negation and Incapacitation, but if the hero possesses any Power with a rank exceeding Remarkable, there is a possibility that a Fatal Weakness exists. To determine cause, effect, and duration, the player must make three separate percentage-dice rolls, one for each factor. If all of the hero's Powers are of Remarkable rank or lower, the player can convert a Fatal Weakness to an Incapacitating

Weakness.

Stimuli

- Psychological Weakness:** A specific event, condition, or mental state has an adverse effect on the hero. This Stimulus directly affects the hero's mind; any resulting physical damage is psychosomatic in nature. That is, any physical damage results are due to the hero's instinctive belief in those results. Examples include being physically bound, even if the hero could normally snap the binding material: facing a foe covered in a specific color: or feeling extremely confused. Psychological Weaknesses can be temporarily overcome by an Unearthly Intensity Psyche FEAT. They can be permanently overcome by a Shift Z Intensity Psyche FEAT.
- Elemental Allergy:** The hero suffers adverse effects if he is exposed to a specific one of the hundred-odd elements. This Allergy only occurs if the element is present in a pure state and in an accumulation of at least one ounce. If the element is combined in a molecular state or is in insufficient quantities, no Effect occurs. The element must be within 20 feet of the hero for it to have any Effect. This allergy can be overcome by physically insulating the hero from the element or by increasing the

distance between them.

- Molecular Allergy:** This is similar to Elemental Allergy. A specific compound causes the Effect. Common examples include water, wood, and Adamantium.
- Energy Allergy:** The hero suffers when he is exposed to a specific form of energy. This can be any wavelength or Intensity of energy found in the Energy Emission and Energy Control sections of this book. Sunlight is a common example of Energy Allergy, particularly when dealing with supernatural beings.
- Energy Depletion:** The hero has a finite energy supply that permits him to manifest Power. This energy must be periodically renewed by means of rest, food, Energy Absorption, Energy Vampirism, or simply making contact with a source of that energy. If the hero's energy level drops too low, dire Effects result.
- Energy Dampening:** The hero has the problem of having to release the energy pent up within himself; this is done by using his Powers. If the hero is somehow prevented from using his Powers, the energy begins to do internal damage.
- Finite Limit:** All of the hero's Powers have a finite number of times they can be used. This is determined by a second, independent Power rank roll; this rank number is the number of uses remaining for that Power. When a Power is depleted, the hero suffers the Effect. The Judge can determine how such Powers can be recharged.

Weakness Stimuli

Dice Roll	Stimulus
01-13	Psychological
14-18	Elemental Allergy
19-43	Molecular Allergy
44-68	Energy Allergy
69-81	Energy Depletion
82-94	Energy Dampening
95-00	Finite Limit

Effects

- Power Negation:** The hero's Powers cease to function when the hero is

within 20 feet of the stimulus. The hero's Primary Abilities are also affected; these drop - 1 CS per 10 turns until a minimum rank of Typical is reached for all of them. If the hero is beyond the 20 foot limit but tries to use his Powers to affect the Stimulus, certain uses of Power automatically fail. Any Power that directly acts on a target cannot affect a Stimulus. Only Powers that indirectly affect the Stimulus succeed, such as using brute force to lob missiles at the Stimulus.

Weakness Effects

Dice Roll	Effect
01-50	Power Negation
51-90	Incapacitation
91-00	Fatal

- **Incapacitation:** The hero becomes physically ill after exposure to the Stimulus. Beginning with the initial contact, the hero loses one point of Health per turn. This loss continues for the Duration of the Effect. However, the loss stops when Health reaches zero; this Effect does not directly kill the hero. The hero retains his Powers but finds it harder to use them as his condition worsens.
- **Fatal:** As in the above, the hero gets ill after the initial exposure to the Stimulus. However, the Health loss does not stop at zero. Death will eventually occur if Health and (subsequently) Endurance drop to zero during the Weakness Duration. The hero can be

revived if proper medical attention is given, but only after his Health and Endurance have both reached zero.

Duration

- **Continuous with Contact:** As long as the hero remains within the effective range of the Stimulus, the Effect continues. When the hero is insulated or moved away from the Stimulus, the Effect immediately ceases. Lost Health points are returned at a rate of 2 per turn. If death has occurred, the hero now has the possibility of being revived.
- **Limited Duration with Contact:** The Effect begins immediately upon contact with the Stimulus. However, the Effect only functions for a limited amount of time. After that time elapses, the hero is assumed to have either built up a temporary immunity to the Stimulus or the Stimulus has discharged its Effect. In either case, the Stimulus cannot further affect the hero. Duration is 1 -100 turns after initial Contact. The Judge makes a random die roll to determine this.
- **Limited Duration After Contact:** The Effect is continuous with Contact and also lasts for a limited time after the hero is no longer exposed to the Stimulus. Duration is 1 -100 turns after the hero's contact, with the Stimulus is broken. The Judge may either randomly determine this or develop his own criteria.

- **Permanent:** The Stimulus does its full damage to the hero, even when exposure to the Stimulus has been interrupted. In this case, the Stimulus sets off a bodily self-destruction sequence that must continue to its full extent. In the case of Power Negation, the hero's Powers are permanently lost. Incapacitation results in the hero reaching zero Health points and lapsing into a coma lasting 1 -10 days. After that time, he may regain his Health at the normal rate. Fatal results in the death of the hero as both Health and Endurance drop to zero. The hero can be revived, however, and will eventually recover if revival occurs.

Heroes and villains should do their utmost to prevent anyone except their most trusted companions from learning the nature of their Weakness. Barring that, the hero should try to find ways to avoid the Stimulus or circumvent the Effect. Players and Judges should work together to develop a playable Weakness. The more Powerful the character, the more common the Stimulus should be.

The Nemesis Power can be used to simulate Stimuli, but this should be used as a last resort.

Weakness Duration

Dice Roll	Duration
01-40	Continuous with Contact
41-60	Limited Duration with Contact
61-90	Limited Duration after Contact
91-00	Permanent

Filling in The Blanks

Once you have generated all of your character's stats, you are ready to flesh out the character's personal life.

Make sure you have answered, or have an idea about, all of the following:

- Character's Heroic Name
- Character's Private Name
- Gender
- Height and Weight
- What do they look like? (Pretty, ugly, or just pretty ugly)
- Where do they live?
- Where do they operate from (if not their home)?
- What does the character do for a living?
- What does their costume look like?
- How did they gain their powers (if not obvious from origin)

Quirks (optional rule)

Quirks are things that a player can use to customize a new character. It is a completely optional system; a player can use quirks to customize a character, but he doesn't have to. The way the system works is quite simple: Each positive (good) quirk a player wants costs them one point. Each negative (bad) quirk a player takes gives him one point. The system is balanced, as the character must have a point balance of zero by the time he is done. Instead of taking one positive and one negative quirk, the player has the option of taking only one, in exchange for some previously rolled perks already gained. In other words, he can sell contacts, talents, or even powers to gain more points, as follows:

Quirk Points Conversion Table

Contacts: One Quirk Point
Talents: Two Quirk Points
Powers: Three Quirk Points

Now, this chart works both ways. A character could take two positive quirks and pay them off by sacrificing one talent. Or, the character can burden himself with three negative quirks, in order to gain him/herself another power. Players can take as many quirks as they desire, within reason. Also, some quirks have more than one level; in other words, multiple levels of the quirk can be taken, which have a much greater effect in play. These quirks are marked with an asterisk (*). Further, some quirks are quite powerful, in either a helpful or harmful way; these are usually worth two quirk points. These quirks are marked with an exclamation point (!).

Available Quirks are listed in the MSH Encyclopedia.



Movement

The FEAT roll is used to check against a character's abilities and/or powers to see if they are capable of performing a given action. FEATs are also used for the majority of game actions and to determine random outcomes.

In the Expert Edition, we have two options for map-based movement.

The main playing area or map is been divided into areas, which limit movement. These areas have varied in size according to the space available, and a hero would move through two large areas at the same rate as two small areas.

We also provide the option of ranged movement, for use with or without the maps provided.

Area Movement

Area movement is for use on the maps provided with this product and other MARVEL SUPER HEROES products, or maps created by the Judge using areas. Areas are defined by dotted lines on the maps, and also by the edges of buildings and changes in elevation. An area of open space is about 44 yards. Enclosed spaces, walls, trees, and shrubs may reduce the size of an area.

A character's Endurance normally determines the number of areas he can move through in a turn.

- Those characters with a current Endurance of Feeble may only move one area per turn.
- Those characters with Endurances between Poor and Excellent may move two areas per turn.
- Those characters with Endurances of Remarkable or higher may move three areas per turn.

In addition, Powers may allow a hero to move faster than his Endurance limits. Also, vehicles will allow faster movement than is normally possible.

When using fold-up figures, the forward corner of the hero is considered to be the exact location of the hero. When using counters, the tip of the arrow is the exact location. When using miniatures, consider the leading edge of the figure's base to be the exact location.

Ranged Movement

Provided in the MSH Expert Edition accessory pack is a range ruler, marked in half-area segments. One area is about half a city block, or 44 yards for our purposes. For those familiar with the idea of rulers, 1 area equals about 2 " on our outdoor maps. Maps of smaller areas have a scale provided to indicate the range in areas.

Using ranged movement the hero can ignore the defined areas on the map. The character may move in any direction, subject to intervening walls, type of ground, and elevation.

Endurance also affects ranged movement.

- A hero with a current Endurance of Feeble may move only one area per turn, a maximum of 44 yards.
- A hero with an Endurance of Poor to Excellent may move a maximum of two areas per turn, or 88 yards.
- A hero with an Endurance of Remarkable or better may move a maximum of three areas per turn or 132 yards.

As with area movement, ranged movement may be further increased by devices or Powers.

Ranged movement is more exact than area movement, but is more complex. In area movement, how far the hero can move is limited by the area borders on the map. In Ranged movement, the character may move more freely, but is further limited by the terrain passed through.

When using ranged movement, divide the movement into "legs." Each "leg" of the move represents a straight line from one point to another, as well as moving through doors (or windows or walls, for that matter). Thinking of the "legs" of a movement as the shots taken on a golf course gives an idea of how it works.

When the character moves from point to point along the leg, measure the distance between the points. That is the number of areas that the hero has spent getting from point A to point B. Round fractions up. If the distance A to B is greater than one area on the marker but less than 1 1/2 areas, the hero has "spent" 1 1/2 areas getting from point A to point B.

If one of the legs passes through a doorway, an additional 1/2 area is added (this is assuming the door is closed but unlocked -- a locked door must be unlocked or broken down). Therefore, if a leg of 1 1/2 areas passes through a doorway, that leg is really two areas.

Likewise, an open window or other similar, easily accessed opening can be entered at a similar cost.

If the window (or door) is closed, or there is an obstruction (a tree, rock, statue, or wall), the hero (if she wants to keep moving) must break through that material. Breaking things is explained above in the FEAT section. How far a hero may move after breaking through a wall or similar obstruction is determined by the strength of the material broken through.

- If the material is of up to Poor material, one area is lost.
- If the material is up to Excellent material, two areas are lost.
- If the material is up to Incredible material, three areas are lost.
- Materials of greater than incredible material rank will

cause the character to stop after breaking through.

The above supposes we are dealing with normal walls and similar material, anywhere up to 6". Dealing with thicker materials may be modified by the Judge.

When a character has moved the amount of areas allowed, that character's move ceases. If the character's "movement allowance" expires by moving through a doorway, wall, or window, the move is finished with the character standing in that doorway, window, or opening in a wall.

Turning: The character can make any turn up to 90 degrees from his direction of travel without loss of speed. Making a turn greater than that (for example, using the city map in this box, heading west on 8th Avenue and turning northeast on Lincoln) reduces the character's speed by half. If the character does not have the speed to make the turn, that character ends his turn where the turn was to take place. At the start of a turn, the characters may move in any direction they see fit. Vehicles have different limitations according to their type. (Click here for more info on Vehicles and Crashes.)

Other actions while moving: If the character is performing other actions while moving, his or her movement rate is reduced by half. This does not apply to charging, but does apply to other actions taken at the end of a round (running up and engaging a foe in slugfest).

Eyeballing and the quarter-inch rule: When using the range system, it may not be necessary to measure off every movement and motion of the hero. If a hero can run from New York to Chicago in six seconds, it's a good bet he or she can move to the next room in a turn. Unless the Judge calls for it, measurement can quickly become optional among experienced players.

With the ranged movement system, however, the exact location is more important than with the area movement system. It is now important if a hero is on the northeast, northwest, southeast or southwest corner of 8th and Grant. The arrows

on the markers, corners of the fold-up figures, etc., determine the exact location, and it is from these points that the ranged movement is measured. It is a simple fact of life that in any game with counters, maps, markers, slices of pizza, whatever, things get moved accidentally. For this reason, the Quarter-inch rule can be used. If a hero is within a quarter-inch of the location he is heading for, the Judge should consider the move complete. What this prevents is reducing movement to an exact science. It isn't, and a hero should not be prevented from reaching a runaway appcart just because the measure may be a little off.

Vertical Movement

There are two types of vertical movement: Up and Down (hold the applause, please).

Upward Movement: There are a number of types of upward ground movement, including climbing up buildings, walking up stairs, and riding in elevators. Raising your elevation by use of wings and rockets is defined as Flying, and is talked about later on. Vertical distances are determined in floors, continuing the tradition set forth in the original set. Each floor is 15 feet, or 5 yards, in height (let's have some high ceilings, here).

Climbing is the scaling of vertical surfaces by abilities or by Powers that permit such abilities (Spider-Man's wall-crawling for example). For a character without such powers to climb, enough projections or footholds must be available. (Climbing a normal building would be impossible for most mere mortals, but a drainpipe might make matters easier). A character might climb one floor in altitude per round under favorable conditions (under unfavorable conditions, the Judge may require Agility FEATs to avoid falling). Certain super-powers such as wall crawling may modify this.

Then there are things such as stairs, ladders, and fire escapes. A character may ascend these structures at one floor/round, with no chance of falling off or down (of

course. the bad guys they are pursuing may decide to push things down on them, but that's another barrel of monkeys entirely).

Lastly, there are elevators. Elevators move at different speeds: old ones rattle along at 5 floors per round (up or down); most normal ones move at 10 floors per round, and the fastest (attached to most ultra-modern buildings, secret HQs, and the like) move at 20 per round. The newer elevators operate off runners at the corners, so the old trick of cutting the elevator cables only works in older buildings.

Downward Movement: Moving down in an elevator has the same rate as moving up. Racing down stairs is the normal movement speed, with one floor equaling one area. Climbing down is one area per round, with the noted Agility FEATs and determination of impossibility.

The major type of downward movement is called Falling. Falling has the following rates:

- First round: 3 floors/round
- Second Round: 6 floors/round
- Third Round: 10 floors/round
- Fourth and following rounds: 20 floors/round

Falling in itself causes no damage. It is the sudden stopping when the character's body connects with the sidewalk that may inflict damage. Treat such a situation as a charging attack on an inanimate object, with the ground's material strength acting as the Body Armor of the target. If the damage is taken by the material, the shock may be absorbed; otherwise the hero takes damage from the fall equivalent to the distance.

A character falling off the top of a 10-story building will fall 3 stories the first round, 6 floors the second, and the remaining 1 story in the third round.

Example: She-Hulk is flung out of the 33rd story of the Baxter Building by an opponent. Not having the ability to fly, She-Hulk falls 3 stories in that first round. She starts the beginning of the second round at the 30th story falling rapidly. As her action she twists her

body into a diving shape (so as to minimize danger to passersby). That second round she falls to the 24th story. The third round she falls to the 14th story. The fourth round she lands in front of the Baxter Building, acting as a ramming attack at 20 areas per round. Her Body Armor is Incredible, while the material strength of the road is only Excellent. The road gives, and She-Hulk walks away from the fall with only her pride damaged.

Catching items as falling: New York City conveniently places light posts, flagpoles, and cornices in locations where falling heroes can usually find them while plummeting to their supposed deaths. Catching a nearby lightpost, flagpole, etc. is an Agility FEAT of intensity equal to the speed of the fall (a character falling at 20 floors/round is up against an Excellent Intensity FEAT).

Catching people while falling: See Catching in the Combat section.

Those people for whom falling from high distances is a common occurrence (fighter pilots, for example) often wear parachutes. It takes one round for a parachute to deploy. Parachutes slow the fall to three floors per round, provided they are not overloaded (most normal parachutes can hold two normal people. More recent inventions allow parachutes to glide. Ordinary chutes will drift with the wind. Chutes are made of Feeble strength material, and a shredded chute will be of no good to the character using it.

Flight and Gliding

Most people do not fly without some form of external device. There are vehicles and Powers that allow flight. Vehicles are covered in their own section. The following deals with flight resulting from super-human Powers.

The ability of flight is determined by the controlled imbalance of the forces of thrust, drag, weight, and lift. This is more complex than we need for our purposes. The main thing to consider here is the idea that movement through the air, unlike movement along the ground, is often at higher speeds; it is often harder to turn while flying. For speeds of characters with Flying Powers, see the Long Distance Movement Table on page 23.

Acceleration: A flying character cannot reach his ultimate speed in a single round, unless that character's Powers specifically permit it. The first round of flight, the character can move up to his movement as limited by Endurance (1, 2 or 3 areas). The speed can be increased by that increment each round until maximum speed is reached.

Example: Storm, when she had her powers, could attain Incredible speed, reaching 20 areas a turn. She has Amazing Endurance, so she may accelerate up to 3 areas a turn. On the first turn of flight Storm moves 3 areas, on the second 6, on the third 9, the fourth 12, the fifth 15, and the sixth 18, on the seventh turn and every turn afterwards Storm can move 20 areas.

Deceleration: Slowing down while in flight is a bit simpler. A character in flight may always halve his current speed (how fast he moved the previous round), rounding fractions up. (A character moving 15 areas could slow to 8 areas.) A character that slows to 0 areas may fall, unless the nature of that character's Powers is such that the character could hover in place. (Storm, for example, gains her flight Powers by control of winds, and as such may hover, while Cannonball, who has his Powers by chemical reaction, may not hover in place.)



Landing: A character landing after moving at high speed may have difficulties. Those moving at more than 3 areas per round must make an Agility FEAT, with failure indicating a Slam result. (Click here for more info about Charging.) Those heroes who can hover in place, or reduce themselves to 0 speed, do not have to worry about landing.

Altitude: Each floor or height is considered an area for purposes of movement. If a character moves forward three areas and up two floors, a total of five areas are considered to be moved. Similarly, a character that moves two areas forward and four floors down has moved six areas.

Diving Option: When gaining height you move more slowly, and when descending you pick up speed. The above rule for Altitude reflects the loss in speed, but at the Judge's option, the players may use the following for Diving. For each three floors in height reduced, the hero's speed is increased by one area. Example. Angel is moving at 6 areas per round. He charges (dives) for the full six areas. Angel now can move an additional two areas, either downward or horizontally. (A character who dives 9 areas may use the additional three areas to continue diving, gaining another area, for 13 total.) Diving may be used in Charging

combat. Pulling out of a dive requires an Agility FEAT.

Obstructions: With normal ground movement, it is assumed that the characters can open doors and the like. Such actions are not available to flying characters. If a door or window is closed, the character has the choice of stopping to open it, or going through it. The same applies to walls.

Turns: Any turn of up to 90 degrees by a flying character counts as moving into an area. For example, if a character moves from area A to adjacent area B, then turns to area C, he has moved 3 areas (move to B, turn, and move to C). This applies to both ranged and area movement.

If a character attempts a turn of 90 degrees or more, she must make an Agility FEAT roll. Failure indicates that the individual did not overcome the forward momentum of the flight and continues in the original direction. This applies to vertical and horizontal turns, and includes pulling out of a dive at the last moment, turning alongside buildings, and skimming close to surfaces.

Low Altitude Flight: If a hero is flying at relatively low altitudes (less than 2 stories up) or in close quarters (inside or surrounded by tall buildings), the maximum speed in flight is equal to the speed the hero can move on the ground with that Power rank (that is, ground speed). Storm, for example, moves 20 areas per turn by the air. If in a closed space (such as inside an office) or close to the ground, her maximum speed would be 7 areas per round. The hero may exceed that speed, up to his or her maximum air speed, but all actions in that range (between 7 and 20 areas per turn for Storm) require Agility FEATs to perform.

Gliding: Gliding is a special form of flying using Powers or equipment such as para-glides, parachutes that permit some limited control). A character that glides drops 1 floor for every round in the air, but moves the number of areas stated per round. (If no number of areas is stated, then the movement is Typical -- 6 areas per round). A character who is gliding may also travel as fast as the wind speed.

Swimming and Water Movement

Unless otherwise stated, assume that most heroes can swim. Swimming, however, is slow, a maximum of one area per round, unless other Powers increase that rate. Those heroes who can fly at their Power rank speeds use the Water column for that speed, with a maximum of 9 areas per round (Monstrous).

Surface movement is similar to land movement, except the heroes or vehicles involved must float (that is, must keep the water from getting inside the boat).

As an aside, here is a good place to mention drowning. Characters can hold their breath a number of rounds equal to their Endurance rank number. At this point, they must make a green Endurance FEAT. The next round, they must make a yellow Endurance FEAT. In each following round, they must make a red Endurance FEAT or start drowning. Drowning results in unconsciousness, and loss of one Endurance rank per round. When Endurance reaches 0 the character dies.

Long Distance Movement

Long distance movement applies to both ranged and area movement, and provides the maximum distance a character with a given speed can move. Different speeds are provided for Air speeds and Land/Water speeds.

The speed of sound (Mach 1) is about 750 mph, Mach 2 (twice the speed of sound) is 1500 mph, and Mach 5 is roughly 3750 mph (actually slightly higher, but close enough for these numbers). Those individuals that move at Interplanetary or higher speeds are limited to Mach 5 in the atmosphere. Interplanetary speeds are set at 2500D mph or so (Blastaar can reach these speeds). Those individuals with Near Light capabilities include Captain Marvel and the Heralds of Galactus. The Heralds also may possess the ability to open paths into hyperspace for interspatial travel. Those with Class 5000 abilities have physical transportation that verges on intergalactic teleportation. Those craft that move through hyperspace are moving at Class 5000 speeds.

Movement in space is handled slightly differently, and is described fully in the Space Vehicles section

later on. Tactical movement in space uses a star chart mapped out in a hex grid, and the number of hexes moved is indicated in the table below also. This speed is only used for vehicles and characters that have native space flight abilities (e.g. you can't use that speed for an aircraft that somehow ends up in orbit, or for a character with wings)

Exhaustion and the Long-Distance

Runner: The above table indicates that the weakest human can move at 15 mph, which if true in and of itself means that Aunt May can make the four minute mile. This is, of course, not so, and though humans have been clocked at 27 mph in the dash, normal speed over the long distance is limited. These rules apply primarily to ground movement, but are applicable to swimming characters and those who fly under their own Power (as opposed to those aided by technological items).

In general, a hero can move without stopping for a number of rounds equal to his Endurance rank. A hero with an Endurance of Excellent can move 2 areas per turn (130 mph) for 20 turns (2 minutes) without checking for exhaustion. At that point, make a green Endurance FEAT. Success indicates continuing for another equal length of turns, failure means

Movement Table

Rank	Land/Water		Air		Space
	area/round	MPH/MPM	Area/round	MPH/MPM	hexes/round
Feeble	1	15/.25	2	30/.5	1
Poor	2	30/.50	4	60/1	1
Typical	3	45/.75	6	90/1.5	2
Good	4	60/1	8	120/2	2
Excellent	5	75/1.25	10	150/2.5	3
Remarkable	6	90/1.5	15	225/3.75	3
Incredible	7	105/1.75	20	300/5.00	4
Amazing	8	120/2.00	25	375/6.25	5
Monstrous	9	135/2.25	30	450/7.50	6
Unearthly	10	150/2.50	40	600/10.0	7
Shift X	12	180/3.00	50	750/12.5	8
Shift Y	14	210/3.50	100	1500/25.0	9
Shift Z	16	240/4.00	200	3750/62.5	10
Class 1000	32	480/8.00	Interplanetary		12
Class 3000	50	750/12.5	Near-Light		14
Class 5000	100	1500/25.0	Teleportation		16



stopping for 1-in turns. After another Endurance rank number of turns, a yellow FEAT is made, with failure resulting in resting for 2-20 turns. After a third Endurance rank number of turns is made, a red FEAT is made, with failure resulting in resting for 3-30 turns. Rest must come after the fourth set of turns, or the character will fall down for 3-30 turns.

Summary:

- After rank number of turns: green Endurance FEAT or rest 1-10 turns
- After 2 x rank number of turns: yellow Endurance FEAT or rest 2-20 turns
- After 3 x rank number of turns: red Endurance FEAT or rest 3-30 turns
- After 4 x rank number of turns: automatic rest 3-30 turns

Example: Captain America has an Endurance of Remarkable. He can

run long distances at 45 mph or so (in the game system). His rank number is 30, so he can maintain this pace for three minutes, before making a FEAT roll. If successful, he makes a second FEAT roll at 6, then 9, and must rest after 12 minutes of running top speed. That "rest" must take the form of stopping for 3-30 turns.

Heroes may avoid this problem by moving at slower speeds. If moving at speed two ranks lower, no Endurance check is needed. Captain America need not make a check more than once per hour if moving at 15 mph.

Exceptions to the above: All this applies to those heroes who move by their own actions, such as running, swimming or flying. Those who fly by means of devices, those in vehicles, and any and all robots are immune to this effect, as are those with Unearthly or higher Endurances.

Speed FEATs: There are occasionally times when a character must move faster than he or she has ever moved before, in order to save a

life. A hero may move the equivalent of one additional area (by area or ranged movement) if the hero makes a yellow Strength FEAT roll. A green result indicates the FEAT was unsuccessful, and a white result indicates the hero, ah, tripped and lost control, and will continue moving that direction as if a Slam result was counted against the character. A hero may not increase his or her speed more than one area/round (15 mph) in any attempt.

Teleporters: There are an increasing number of heroes and villains with teleportation Powers, including Cloak, Vanisher, Nightcrawler, and Sidewinder. For this reason, a few notes on teleporters are included here.

The Teleporter Power rank number indicates the maximum distance the hero or villain can 'port as if the character were flying. Unlike flying, the distance between the two is covered instantaneously without the hero passing between those points. No speed is involved, unless that character was moving before the 'port. Multiple 'ports require an Endurance FEAT, with failure indicating dizziness for 1-10 rounds (inability to 'port). Most individuals with teleportation ability can teleport their entire bodies and a small amount they are carrying. Carrying others when teleporting results in dangers for both the carrier and the carried. Carrying others is considered a Power Stunt, and may be gained in that fashion. Until the Power Stunt is mastered, the character must make an Endurance FEAT or be unconscious for 1-10 rounds. Similarly, those teleported must make a red Endurance FEAT or be unconscious for 1-10 rounds. Those heroes who are frequently teleported reduce this to a yellow FEAT the second time, and a green FEAT the third, such that an immunity is built up.

Teleporting into an object poses dangers to the teleporter. If a character teleports into an object, the character takes damage equal to the material strength of the object. Body Armor does not protect the user from this damage. An Endurance FEAT must be made, with success indicating the teleporter may move

Leap In Feet/Area (or Floors)

Strength	Up	Across	Down
Feeble	2'/0	2'/0	3'/0
Poor	4'/0	4'/0	8'/0
Typical	6'/0	6'/0	9'/0
Good	10'/0	10'/0	15'/1
Excellent	20'/1	20'/0	30'/2
Remarkable	30'/2	30'/0	45'/3
Incredible	40'/2	40'/0	60'/4
Amazing	50'/3	50'/0	75'/5
Monstrous	75'/5	75'/.5	105'/7
Unearthly	100'/6	100'/1	150' /10
Shift X	150'/10	150'/1	225'/15
Shift Y	200'/13	200'/2	300'/20
Shift Z	500'/33	500'/4	750'/50
CL 1000	1000'/60	1000'/8	1500'/100
CL 3000	3000'/180	3000'/25	4500'/300
CL 5000	5000'/300	5000'/40	7500'/500

away from the location (usually to his or her original spot) and become unconscious for 1-10 rounds. Failure of this Endurance FEAT indicates unconsciousness and loss of Endurance levels, with potential death resulting from dropping to the Shift 0 rank.

Leaping: Leaping is a specialized form of movement that is tied to Strength as opposed to Endurance. A character may jump as many feet as her rank number without difficulty. Use the table below for areas.

Leaps of up to the stated distance are possible by a green Strength FEAT (those of half the listed values may be assumed automatic). Leaps across one additional area may be made by a red Strength FEAT. Leaps down are effectively a controlled fall, and represent the maximum distance the hero can fall and take no damage, provided the hero lands on his feet. This simulates the hero jumping off a building as opposed to being knocked off -- the latter case is not a controlled fall and as such is not covered under these rules.

FEATs

The FEAT roll is used to check against a character's abilities and/or powers to see if they are capable of performing a given action. FEATs are also used for the majority of game actions and to determine random outcomes.

Time Scale

The MSH game is played in turns (aka rounds). A turn lasts for exactly six seconds of game time (and approximately the amount of time that takes place in a single panel in a comic book).

Therefore, ten turns make a minute, and 600 turns make an hour.

A turn proceeds in the following manner:

- 1. The Judge decides what is happening in the world around the heroes, involving the characters and actions not controlled by the players. He can either write these down or commit them to memory.
- 2. Each player, in turn, determines what their character is doing. A character may attempt more than one action in a given turn, but this may affect the success of their other actions. The players tell the Judge what their characters are going to do.
- 3. Roll Initiative. This is only really necessary when the order of events matters (e.g. during combat to see who lands the first punch, or to see if Captain America can throw his shield at the Red Skull before he presses the launch button)
- 4. Pre-Action FEAT rolls are made. These are the rolls required for actions that take place before "normal" actions, usually defensive actions such as dodging,



blocking, and evading. The Judge may have other planned actions occurring at this time (e.g. a plane crashes into the tower block opposite, or a bomb explodes). Some characters may change their mind and decide to perform an action other than that planned (see Changing Actions)

- 5. The actions of the side with initiative take place.
- 6. The actions of the side that lost the initiative roll take place.

Initiative

After each side has decided it's actions for a turn, each side then rolls for initiative using a single D10. The side with the highest score is considered to have the Initiative for that turn, and gets to perform it's actions first. All of that side's actions take place before the other side. At the appropriate point in the next turn, both sides roll for Initiative again.

Initiative Modifier

Each side adds a "modifier" to it's initiative roll. This modifier is determined by the highest Intuition score on that side. However, a roll of 1 is always considered to be a 1 (i.e. you do not get to apply your modifier).

Intuition Rank Initiative Modifier

Number	
0 to 10	0
11 to 20	1
21 to 30	2
31 to 40	3
41 to 50	4
51 to 75	5
76 and up	6

Changing Actions

After making an initiative roll and hearing what else is happening this turn, you may decide that you want to change your mind. You can do this on a yellow Agility FEAT (see later for how to make a FEAT roll) and any FEATs performed during this changed action take place at -1CS. You make the "changing actions" roll during the Pre-Action phase of the turn, but the actions take place at the appropriate time..

Negating Actions

Losing the initiative roll may negate certain actions. These actions are lost and may not be performed that turn. For example, if you are knocked out before you can land a blow myou do not get a chance to take your action.

The FEAT Roll

Long-time players of the MARVEL SUPER HEROES Original game should be very familiar with the concept of FEAT rolls. The success of any action is determined by a FEAT roll. Quickly summarizing, you make a FEAT roll in the following fashion:

7. Determine the Ability, Power, or Talent you are checking.
8. Find out the rank of that Ability, Power, or Talent.
9. Roll percentile dice.
10. Cross-reference the number you roll against the Ability's rank on the Universal Table. This gives a red, yellow, green, or white result.
11. Usually (but not always), a colored result means the action was a success, with the color determining the degree of success. A white result is usually (but not always) a failure in the attempt.

All this is old news. We have a few more clarifications, expansions, and revisions for the Advanced Set.

The Updated Universal Table

The table looks similar to the one provided in the Original MARVEL SUPER HEROES Set, and indeed it contains all the information of the original, plus a few other things.

First, instead of one number, each ability has a rank range as opposed to a single rank number. Previously, a Remarkable Strength had a rank number of 30, rain or shine. Now, a Strength anywhere from 26 to 35 is considered to be Remarkable, and FEATs using Remarkable Strength use this column. The Standard Rank Numbers (used with pregenerated characters) are listed above the Rank Range.

Second, there are more columns in this table than the previous one.

There are now a Shift Y and Shift Z beyond Shift X, to allow the super-heavyweights (like an angry Hulk) to reach higher levels. Note the separation between Shift Z and Class 1000. You cannot shift in normal circumstances above Shift Z.

There are three additional columns above Class 1000, to help better define the more powerful cosmic individuals of the Marvel Universe. Class 3000 and Class 5000 will be beyond the reach of most Marvel player characters, and the Beyond level will be possessed only by the most powerful beings, those capable of wiping out a universe with a mere thought.

Despite these additions, the Universal Table functions the same way as previously. The Player rolls the dice, and cross-references the number with his rank for a result.

Making FEATs

In the past, the standard procedure has been to allow all FEAT rolls, limited only by the Judge's discretion. Spider-Man cannot lift a 747, but can probably lift a private plane. Can he lift a corporate jet? This has been a Judge's prerogative. In any event, the player needed only make a green FEAT to succeed.

In the Advanced Set, we add the idea of Intensity to determine whether certain FEATs are feasible or not, and the type of result needed for the FEAT to succeed.

If a FEAT does not have a given, stated intensity, assume that any color result means success. Combat FEATs have varying degrees of success, and as such are discussed in full in the combat section.

An Intensity is set as a rank (Unearthly, Monstrous, etc.). Compare the requisite ability against the intensity to determine the color of the FEAT required for success. If the Intensity rank is greater than the Ability rank, only a red result will be successful. If the two are equal, a yellow result is needed for success. If the Ability rank is greater than the Intensity rank, then a green FEAT is needed. Option: if unstated, the

Judge may declare the Intensity to be Typical.

A summary of FEAT Intensities is provided in the Judge's section. There are items with variable Intensity levels, such as poisons and gases. That information and the effects of these items are covered under their own areas in the Judge's section.

Automatic FEATs: Certain actions can be assumed to be automatically successful. Picking up a normal chair is a simple act, and would not require a FEAT roll to determine its success. (Picking up a chair while dodging bullets and defusing a bomb simultaneously will require a FEAT roll. More on multiple actions later.) In general, if an item is more than three ranks lower in Intensity than the requisite Ability, the FEAT can be considered automatic, with the Judge's permission. The sole purpose for Automatic FEATs is to prevent the game from being dominated by die rolls. The Judge always has the power to ask for FEAT rolls. In some cases, items like Poisons may require FEATs regardless of the Intensity.

Impossible FEATs: (Optional Rule) As a guideline, any action more than one rank above the ability may be considered impossible. The Resource FEAT is always limited in this fashion (check it out).

Shifting the Rank: Certain situations may result in the shifting of a column to the right or left. A shift to the right is considered a positive shift (+1, +2, or +3 CS, or column shift). A shift to the left, making the FEAT more difficult, is considered a negative shift (-1, -2, or -3CS). Column Shifts are primarily involved as per specific situations (trying to lift an object on a slippery incline may result in a shift of -1 or -2CS). Those involved in combat are discussed in the combat section.

Shifting of ranks may make certain FEATs automatic (or impossible). No FEAT may be shifted to the left below Shift 0 or to the right above Shift Z. Anything in the Class 1000, Class 3000, Class 5000 or Beyond columns may not be shifted, except in specific circumstances listed for that FEAT.

Types of FEAT

The following are the different types of FEATs called for in the course of the game.

- Ability FEATs are those that rely on one of the seven primary abilities (Fighting, Agility, Strength, Endurance, Reason, Intuition, and Psyche). These FEATs may be raised or lowered by Talents or the existing situation.
- Power FEATs are those that rely on one the hero's individual Powers: a character with Water Control of Amazing checks on the Amazing column to determine success.
- Talent FEATs are those that rely on the hero's Talents, where the Talent modifies a specific ability for FEATs.
- Popularity FEATs are those used in social interaction, and use the Popularity rank, and may be modified by Contacts.
- Resource FEATs are used in connection with the character's Resource rank, and determine if the character can afford a specific item or piece of equipment. Think of this as a



"Credit Check," for now -- we'll explain it further below.

Now that we've looked at the mechanics of making FEATs, let's look at the specific types we talked about briefly above: Ability FEATs, Power FEATs, Talent FEATs, Popularity FEATs and Resource FEATs.

Ability FEATs

Ability FEATs are those that come directly from the seven basic abilities: Fighting, Agility, Strength, Endurance, Reason, Intuition, and Psyche. When making an Ability FEAT, the specific ability is normally noted in the text (such as a Psyche FEAT in regards to Mind Control). Often a specific color FEAT is required, such as a yellow Endurance FEAT. The particular FEATs that apply to specific abilities are noted in the Abilities section in the last chapter. Two types of Ability FEATs should be discussed in detail at this time, both of which revolve around the Strength ability. The first is the problem of lifting things, the second breaking through other items.

Lifting Things: The Strength ability, combined with the Intensity of an object's weight, determines how much the character can lift. As noted above, lifting a weight more than

Weight Intensity Table

Rank	Weight
Feeble	Up to 50 pounds
Poor	Up to 100 pounds
Typical	Up to 200 pounds
Good	Up to 400 pounds
Excellent	Up to 800 pounds
Remarkable	Up to 2000 pounds (1 ton)
Incredible	Up to 10 tons
Amazing	Up to 50 tons
Monstrous	Up to 80 tons
Unearthly	Up to 100 tons
Shift X	Up to 250 tons
Shift Y	Up to 500 tons
Shift Z	Up to 1000 tons

Updated Material Strength Table

Material Strength Rank	Material
Feeble	Cloth, glass, brush, paper
Poor	Normal plastics, crystal, wood
Typical	Rubber, soft metals (gold, brass, copper), ice, adobe, computer chips
Good	Brick, aluminum, light machinery pieces, asphalt, high strength plastics
Excellent	Concrete, Beta cloth, iron, bullet-proof glass
Remarkable	Reinforced concrete, steel
Incredible	Solid stone, Vibranium, volcanic rock
Amazing	Steel, osmium steel, granite, gemstones
Monstrous	Diamond, super-heavy alloys
Unearthly	Adamantium steel, certain mystical and enchanted elements
Class 1000-5000	Materials of these material strength ranks are virtually indestructible, such as Cap's shield or Thor's hammer

three ranks below the character's Strength can be considered automatic, those one rank below the character's Strength require a green FEAT; those of equal Intensity to the character's Strength require a yellow FEAT; those on one rank higher require a red FEAT; and those beyond one rank higher are impossible

Example: Spider-Man's Strength is set at Incredible (40). (The Amazing Spider-Man refers to his Agility.) He could lift something of up to 400 pounds without effort under ordinary circumstances (them may be circumstances which would require a FEAT roll). From 400 to about 1 ton is a green FEAT roll. From 1 ton up to 10 tons requires a yellow FEAT roll. Over 10 tons (but no more than 50 tons) would require a red FEAT roll, and likely require spending of Karma.

Breaking Things: Most inanimate objects have a "damage-resistance" intensity, which we have called in the

pest the material strength of an object. Since that makes more sense than "damage resistance intensity:" we will use it here.

To break through, rip up, or generally damage a material, a character must make a Strength FEAT against that material strength. Success indicates a two-foot-wide hole, maximum, carved in the side. The material strength of the material determines the result needed for a successful FEAT (green, yellow, or red).

The listed values are for materials between two inches and 12 inches thick. If the material is less than 2" thick, lower the material strength by one rank. If the material is between 1 and 2 feet thick, raise the material strength by one rank. If the material strength is over 2 feet thick, raise the material strength by 2 ranks for purposes of determining damage.

Example: Ice is listed as Typical material. One inch of ice is a Poor material. Two feet of ice is a Good material. Three feet or more is an Excellent material.

Note that this is an indication of resistance against damage from blows, not against other types of damage.



Power FEATs

Power FEATs are similar to Ability FEATs, save that the player uses the Power instead of the Ability to pull off the FEAT.

For example, Wall-Crawling is a Power, whether by molecular charge suppression (Spider-Man), suction cups (the late Fly), or microscopic molecular hooks (Nightcrawler), and has a Power rank. The Wall-Crawling Power rank is used to determine FEATs when using that Power (sticking to a oil-soaked steel wall, for example).

Most powers have a range. Some are stated as "touch" or only operating over a given distance. Those that are not specifically stated as having a particular range use the Power Rank to determine their range from the table below:

Therefore, someone with Remarkable magnetic manipulation could affect objects 8 areas away, while a character (one would hope a non-player character) with Class 5000 magnetic manipulation could manipulate items on the Moon.

Power Stunts

There are some cases when a hero may use a Power in a way it was not originally intended to carry out a

certain task. These are known as Power Stunts.

For example, a character with the Speed Power suddenly decides to run in a circle very fast, creating a whirlwind. Or a character with Leaping Power decides to use his powerful leg muscles to disrupt the ground, knocking over an opponent. Or our example above, the wall-crawler decides to use his stick-to-it-ness to grapple a thief. These are Power Stunts. Certain Powers, such as weather elemental controls, almost

entirely consist of these stunts.

The players will, without a doubt, come up with an innumerable amount of stunts for their Powers. The basic question to be asked is: Has this hero done this sort of thing before?

If you are playing an established Marvel Super Hero, the question of whether he has done this stunt before or not is determined from the Marvel Comics themselves. Each time you can spot him using this particular stunt, that counts as one time. Example: In one issue of X-Men,

Power Rank Range Table

Power Rank	Range in Areas
Shift 0	Touch only
Feeble	Touch only
Poor	1 area
Typical	2 areas
Good	4 areas
Excellent	6 areas
Remarkable	8 areas
Incredible	10 areas
Amazing	20 areas
Monstrous	40 areas
Unearthly	60 areas
Shift X	80 areas
Shift Y	160 areas
Shift Z	400 areas
Class 1000	100 miles
Class 3000	10,000 miles
Class 5000	1,000,000 miles
Beyond	Unlimited



Nightcrawler uses his power to make three quick teleports, behind three separate opponents. He does it again several issues later. This means he has pulled this Power Stunt twice.

If you are playing a hero of your own creation, or a hero that you have never seen perform this stunt, this means you have never performed it before. In either case, the Judge may say "no" to a stunt, if he feels it unbalances the character.

The type of FEAT (made against the Power rank) needed to make a Power Stunt is determined by the number of times your character has tried it.

- Never tried it -- red FEAT roll
- Tried it up to three times
yellow FEAT roll
- Tried it more than three
times green FEAT roll

In addition, a character making a Power Stunt must lay out 100 Karma points to make the roll (in addition to any other Karma he may spend -- see Karma). Spending the Karma does not guarantee success; it only ensures that yes, the character can try the stunt. If the stunt is ruled impossible by the Judge, no Karma is spent.

If a player character has tried a stunt more than ten times, it is considered to be part of his or her bag of tricks for that Power, and a FEAT roll is not necessary to say if it is possible (this is similar to purchasing another Power in full, but allowing the player to use the Power as he is paying for it).

Failing the FEAT means the Power Stunt has failed. The manner of failure will depend entirely on the situation. For the wall-crawler trying to grapple, the Power may fail to operate. For the speedster running in circles, the whirlwind may be uncontrollable. For Nightcrawler trying a triple 'port, he may get only one guy. The Judge is instructed that while the failure may be life-endangering, it should not be initially or immediately deadly.

Talent FEATs

Talents are used in two fashions. In the first case, they may modify the abilities of the character in specific instances.

For example, take the Science and Professional Talents. A Talent in Biology gives you a +1CS on Reason FEATs which involve Biology. The players are encouraged to use this whenever they can get away with it, within reason. While said character with Biology cannot identify the presence of radiation any better than the next guy, he can look at the plant life and from that deduce (with his +1CS) that there is or was a radiation source in the area. (The moral of the story is, players should get creative when using Talents.)

Certain Talents do not modify Talent FEATs. They either provide for specific abilities (such as First Aid) or special backgrounds (such as Mystic Origin or Heir to Fortune).

Popularity FEATS

The Popularity FEAT is slightly modified and expanded in the Advanced Set. Negative Popularity, which has appeared in several support products, is now made an official part of the system. The idea of Contacts is also brought in.

A Popularity FEAT is used whenever you want to get something from someone else. This may be borrowing a car from a friend, getting a hot tip from a police sergeant, finagling a favor from a newspaper columnist, or prying information from a stoolie, as well as getting special equipment from the government or persuading a terrorist to surrender. Popularity is a measure of personal charm, charisma, and good looks, combined with the hero's reputation for honesty and fair play (Spider-Man is a nice guy, but thanks to the Daily Bugle he usually can't get the time of day).

Using Popularity: When dealing one on one with a non-player character, that NPC usually has a predisposition to the hero of either Friendly, Neutral, Unfriendly, or Hostile. Friendly characters and organizations include:

- Close friends and relatives of the hero

- Listed Contacts for the hero

Neutral characters and organizations include:

- People who have never met the hero, but have heard about him
- Other heroes, unless they have worked together before
- Large groups of strangers

Unfriendly characters and organizations include:

- People who have never met or heard of the hero
- Total strangers
- Individuals with opposite Popularity (negative if the hero is positive, and vice versa)
- Neutral characters whom the character has offended, perhaps by not returning something

Hostile characters and organizations include:

- People who are actively opposing the hero and his goals
- Sworn enemies

Enemies and people the character has hurt are considered totally Hostile, and will not under normal circumstances even listen to the hero, much less go along with his ideas. (There are exceptions to this. For example, if the character is getting

something out of the deal, he may be more willing to go along with it).

A Popularity FEAT is rolled against the character's Popularity rank number. This determines in which rank it will fall (**example:** a Popularity of 45 is rolled on the Incredible column).

- Friendly targets require a green FEAT
- Neutral targets require a yellow FEAT
- Unfriendly targets require a red FEAT
- Hostile targets are impossible FEATs

The effects of success or failure depend on the group and the thing sought. A failure for a Friendly group is a polite refusal, usually with a good reason ("I'm sorry, but the S.H.I.E.L.D. Helicarrier is not available - company policy.") A failure for a Neutral group is a curt refusal and potential for the group becoming Unfriendly. A failure for an Unfriendly group means the individual or group turns ugly, and the hero may be attacked.

Column Shifts in Popularity FEATs: The nature of the request will influence the column being used. Here are some guidelines for the players:

Popularity FEATs are used only when dealing with NPCs (whether by players or other NPCs). A Popularity FEAT is never used against the players to force them to perform actions against their wills (normally)

Popularity FEAT Modifiers

Situation	Shift
The target benefits	+2CS
The target is placed in danger	-3CS
The item in question is of up to Good value	-1CS
The item in question is of up to Remarkable value	-2CS
There is a good chance the item will not be returned	-2CS
The item is unique	-3CS

Let's take some examples.

Example 1: Captain America with a Popularity of Unearthly (100) is present when a fire breaks out in a theater. He changes into costume and shouts for the panicky people to head in an orderly fashion for the fire doors. The crowd is Neutral, but benefits from the action (they survive). The roll is Unearthly + 2CS, or Shift Y. A yellow FEAT is needed. Failure would indicate that part of the crowd listened, but a few weren't paying attention, and would rush this way and that, looking for a quick way out.

Example 2: Tony Stark as Iron Man (Popularity 20) is fighting a mutant, and is aware the Federal Government has a neutralizer ray. (Actually, all of Forge's power-neutralizer ray-guns have been destroyed.) He has associates in the U.S. Government, in the Department of Defense. He must convince the Department of Defense (Contact -- at that point Neutral) to give him the ray gun. The column is shifted -3 CS because the item is unique, and another - XS because there is a chance the DOD will never see it again (they never did). The roll for Stark to get the device is Neutral, or green on the Shift 0 column.

Example 3: Spider-Man wants some information from J. Jonah Jameson. Jameson is Unfriendly, but Spidey convinces Jonah that he might get killed, which is to Jonah's benefit. The information does not cost, and Spider-man rolls on the Incredible (40) column hoping for a red result. (Note: Secret IDs have a separate Popularity from public IDs. If Peter Parker wanted the information, Jameson would be Neutral, and Parker could get the info more easily.)

Finally, notice in one of the above examples that Spider-Man convinces Jonah the mission is dangerous. This is not done on any die roll, but rather in conversation between the player and the Judge. The play might go something like this:

Player (Spidey): Ah, come on, J.J., where is the Vulture hiding out?

Judge: (rolling die, getting a white result) Even if I knew, I

wouldn't tell you, wall-crawler! Now get out of my office before I call the cops!

Player: Oooo-kay, it's fine by me. I mean, I don't really want to fight him anyway. I might lose and get hurt.

Judge: Get hurt? (rolls again, gets a red result) Hummmmpff! Well, it's against my better judgment, but if one costumed clown will take out another, it's all right with me. Lance Bannon spotted him in Central Park, near the sheep meadow. Goodbye and good riddance!

Negative Popularity: There are charismatic bad guys like Doctor Doom, whose very evil bends others to their will. There are also those powerful characters such as Rhino and Juggernaut, from whom people flee. Finally, there are heroes, who through bad press or prejudice (mutants) suffer from a negative Popularity.

Negative Popularity operates as positive Popularity, save that it ignores whether the target is friendly, neutral, or unfriendly. Everything is a yellow FEAT. The only modifier that comes into play is if the request is in the target's best interests ("Run, you dolts!" is in the target's interest). Characters with negative Popularity can never approach individuals other than Contacts for items and favors (which is why theft is always a major pan of criminal behavior).

A Negative Popularity is represented as a minus "-" before the word, such as "-Typical" (-5 Popularity). A character with negative Popularity suffers penalties in receiving Karma.

Resource FEATs

All items that characters can purchase have a Resource rank rather than a cost. This is roughly equivalent to the previous set cost. The Resource ranks of most common items are listed in the MSH Encyclopedia.

To purchase anything, a character must make a Resource FEAT. This is the equivalent of a credit check, or rattling the piggy bank, or checking the bank account to see how much cash is available. This is over and above that amount necessary to get by on.

A Resource FEAT may be made by a character once per week. If a Resource FEAT has been made by a character in the previous seven days, any Resource FEATs following automatically fail ("Hello, Ms. Arbogast? Put that Borneo deal on hold until next week -- I just bought a new Triumph TR-7."). However, check out the Automatic Purchase optional rule at the end of this section.

A Resource FEAT is figured in almost the same fashion as a normal FEAT, with one important exception. A lone character may not try to purchase an item with a higher rank than his Resource rank. Other rules apply -- if a Resource rank is three ranks lower, the purchase is automatic; if one or two less than the Resource rank, a green FEAT is needed, and if equal, then a yellow FEAT is needed.

Success indicates the hero may purchase the item in question. Failure indicates the item is more expensive than he can afford. He cannot try for any other item of that rank or higher for the next week. Then he can make another attempt for that item, or another item (this represents the idea of saving up for a purchase).

Bank Loans Option: Characters may purchase something up to one rank higher than their Resource rank through a lending institution. The character then has to worry about making a Resource FEAT each month of two ranks less for as many months as the rank number of the item. Failure to pay results in the

bank taking back the item in question. There are other institutions that lend money. They employ seven-foot tall gentlemen named Guido to collect.

Example: Peter Parker has a Poor Resource rank, and his apartment building rent is Poor as well. He makes a yellow FEAT roll to see if he can pay his rent. Failure indicates he cannot pay that week and may try to make it up the next week (providing he gives Mrs. Muggins a decent excuse for not tossing him out). Success means that he keeps Mrs. Muggins off his back for another month.

Example: Tony Stark has an Excellent Resource rank. He wants to buy a car with a Good rank. He can do so with a green FEAT (failure indicates a cash flow problem -- he doesn't have it at the moment). He can pay for a night on the town (Typical) without making a FEAT roll.

Example: Tony Stark used to run Stark International, a Large Corporation with Incredible Resources. Incredible Resources allow them to buy their boss a car for office use, but they may have to borrow money from the banks to rebuild the damage done by Iron Man's battle with Obadiah Stane.

Automatic Purchase Option

These rules only allow a character to make a single purchase every month. This seems a little silly, when someone like Tony Stark stops in the street to buy a hot dog, and suddenly finds he can't afford that new sofa because of it.

Therefore, it is suggested that characters are allowed to purchase anything up to two ranks beneath their resource rank in cost automatically without making a Resource FEAT, and that these purchases do not prevent the character from making a Resource FEAT roll later on. The Judge will have to manage this carefully, to stop people from using this rule to buy more individual low-cost items than they should realistically be able to afford.

Combined and Multiple FEATs

Combined Actions: Individuals may help each other in performing FEATs (lifting a car, researching the function of an alien device, etc.). Check the ability both characters are using. If the lower of the two characters is within one rank of the higher, the character with the higher ability receives a +1CS benefit to the FEAT. This benefit may be used in cases of using complementary Powers for the same FEAT as well, provided that Power aids the situation.

Example 1: Vision, with Amazing(50) Strength, helps She-Hulk (Monstrous(75) Strength) pull up an overturned crane. The column checked for the FEAT is Unearthly (Monstrous shifted one to the right).

Example 2: Sunspot, with Remarkable(30) Strength, helps She-Hulk lift up the crane. The column checked is still Monstrous, since Sunspot's Strength is significantly lower than She-Hulk's

Example 3: Shaman summons a wind of Amazing (50) intensity to help She-Hulk lift the crane. Should the Judge decide that the power complements the ability that is being checked, the FEAT is rolled on the Unearthly column. Otherwise, it is rolled on the Monstrous column. (If the Judge has good reason, such as the wind blowing up a lot of stinging dust, he may make the FEAT an Amazing FEAT owing to the added difficulty).

More than one action in the same round: In noncombat situations, characters who perform more than one action in the same round may do so with the note that the actions may require a larger FEAT than previously.

A character may perform up to three noncombat actions in a round, or one combat action and one non-combat action (for multiple combat operations, check in the Combat section). The difficulty of the FEATs is raised, however.

- If both actions are Automatic, they both may be



performed in a single round without either FEAT being increased.

- If the tougher action requires a green FEAT, then both actions will require yellow FEATs to succeed.
- If the tougher action requires a yellow FEAT, then both actions will require red FEATs to succeed.
- If the tougher action requires a red FEAT then both actions may not be performed in the same round (or rather, both will fail).

Desperation FEATs (optional rule)

In an extreme (life-or-death) situation, a character can make a Desperation FEAT roll to attempt to save themselves. This rule works on the premise that all beings have capabilities above and beyond those they use every day, capabilities that may only emerge as a result of extreme pressure, such as being threatened with their own death. The player can declare that they wish a one-shot use of any standard (non-asterisked) mental enhancement power, or a psionic-based defensive or travel power, they do not already have. The FEAT roll is made on the Shift 0 column, and requires a RED result. If successful, the character gets a one-

shot use of the requested power at the Fe(2) rank. The attempt costs 50 Karma.

For example, someone thrown out of a tenth story window may suddenly discover a levitation ability. Someone being shot at may develop a force field.

Keep track of the number of successes at each desperation FEAT. If the character has made a desperation FEAT roll for the same power in the past, they get a +1CS bonus to their FEAT roll this time. If they manage to do it five times, they gain that power permanently, starting at the Fe(2) rank.

Judges should consider carefully whether or not to allow this rule in their games. It relies on the fact that all beings in this particular universe have an untapped mental potential that develops at a time of extreme pressure. This power cannot be used to save others, as it is expected that only one's own imminent death is a powerful enough stimulus to the part of the brain that controls psionic ability.

This rule does not prevent Villains from using all their remaining Karma (minimum 100) to effect an escape or mysterious death.

Combat

Combat can be divided into the following types:

- **Slugfest**, where characters use their fighting ability to land a blow on their opponent, and damage is done according to the attacker's strength.
- **Ranged Attacks**, where a character uses their agility to use a missile weapon or thrown object to hit their opponent.
- **Wrestling**. This equates to the olympic form of the sport, using holds and escapes, as opposed to the professional form which would equate more to Slugfest (and possibly even charging for the mexican/japanese contingents)
- **Charging**. Where a character runs (flies, burrows) towards their opponent at speed, and uses their own body as a weapon.

Slugfest (Fighting Ability Combat)

Slugfest combat is a general term referring to hand-to-hand combat. it is the most common form of battling, and includes both attacks with the bare fists, and those with blunt and edged weapons.

For Slugfest combat to occur, the combatants must generally be adjacent. (This may be defined by the counter arrows touching, the points of the stand-up counters touching, or the miniatures touching at the base, or by any other method deemed worthy by the Judge. Certain Powers, such as elongation, may allow a character to engage non-adjacent targets (examples are Mr. Fantastic and Doctor Octopus).

Slugfest combat is resolved on the Universal Table using the attacker's Fighting ability. The result (white, green, yellow, or red) is then noted on the Effects Table directly above the Results Table. There are two columns of results depending on whether the individual used a blunt attack or edged attack.

A **Blunt Attack** is an attack with bare hands, flat of a blade, or other blunt weapon. This replaces the Slugfest column in the Original Set. A character making a blunt attack may score a hit, darn, or stun result. A hero using blunt attack may always choose to inflict less damage than maximum. A hero may choose to pull his punch, doing less than full damage, or inflict a lesser color result (yellow instead of red).

- A character scoring a Miss result inflicts no damage. He has missed the target and normally will not have any further effect (also see Luring).
- A character scoring a Hit result inflicts her Strength rank number in damage to the opponent.
- A character scoring a Stun result inflicts her Strength rank number in damage, and may in addition Slam the opponent.
- A character scoring a Stun result inflicts his Strength rank number in damage, and may in addition Stun his opponent.

A character using bare hands (or gauntlets, etc.) inflicts his Strength rank number in damage. A character using a blunt weapon inflicts up to that item's material strength; if the material strength of the item is greater than the Strength rank of the user, the user's Strength rank is increased to the lowest value of the next rank for damage.



Example: Aunt May (Feeble Strength) uses a lead pipe (Excellent material) in the drawing room on Col. Mustard. Aunt May would inflict two points damage normally, but inflicts three points (minimum damage of next higher rank) instead. Daredevil (Good Strength) using the same lead pipe would inflict 16 points damage (minimum damage of next higher rank), and the Thing (Monstrous Strength) would inflict Excellent damage (20 points). (That is why Ban Grimm does not normally use lead pipes in combat -- when he uses a blunt weapon, its purpose is usually to reach a non-adjacent target, and he has a preference for lightpoles.)

An **Edged Attack** is an attack with claws, teeth, or edged weapons such as knives, swords, or hatchets. This is the renamed version of the Hack 'N Stash column of the Original Set. A character making an edged attack may score a Hit, Stun, or Kill result. An edged attack will always inflict a minimum of the damage listed for that weapon. A character who can normally inflict higher damage may inflict damage equal to his Strength or the material strength of the weapon,

whichever is less. Such damage may not be reduced in effect.

- A character scoring a Hit result inflicts damage as set for that particular edged attack (click here to see info about Weapons).
- A character scoring a Stun result may inflict damage as set for that weapon or attack form, and may in addition Stun his opponent.
- A character scoring a Kill result inflicts damage as set for that weapon, and may in addition Kill his opponent.

Body Armor, force fields, and other Powers may affect the ultimate success and damage in any form of Fighting combat.

Ranged Attacks (Agility Combat)

Ranged Attacks is the common term referring to attacks over a long distance, including projectile and energy weapons, and those Powers that allow the inflicting of damage over a distance. Captain Marvel's energy attacks, the Hulk's rock-throwing, Storm's lightning bolts, and Captain America's shield are all examples of ranged attacks.

Characters do not have to be adjacent in order to make ranged attacks. In general, ranged attacks start at the attacker, and proceed in a direct line to the target (yes, Captain America has on many occasions bounced his shield off several targets to hit someone from behind, but this is a Power Stunt using his abilities).

When using area movement, range is determined by the number of areas the missile, energy blast, or whatever passes through from start to finish in a straight line. If the missile passes through a corner of another area, that area is counted. In addition, each floor of elevation is counted as an area.

When using ranged movement, treat the missile, energy blast, etc., as a moving character for purposes of determining range. Doorways would not cost extra (bullets do not stop,

open doors, and pass through), but may stop a missile attack. Count each floor of difference as an area, but for firing from a high place to a low place, range can be extended by using the diving option.

Whether ranged or area movement is used to determine the range of a power or weapon, a direct line is taken from attacker to target. That line may pass through intervening structures, such as walls, windows, doors, and other obstacles. The question of whether a given substance will deflect a bullet or let it pass through is fraught with peril, but use common sense and the following general guidelines:

- A higher material strength will pass through a lower material strength (a lead bullet through a glass pane).
- An energy beam will inflict damage on the intervening structure first, then on those areas behind (an Unearthly (100 point) energy beam hits a brick wall -- Good Material - in points are lost, then the 90 point energy beam passes on).
- Physical weapons will lose momentum as they pass through physical material. Treat this as for movement through that material for normal characters.
- Both physical and energy weapons lose their accuracy as they pass through intervening material. Any weapon passing through an intervening structure suffers a -2 CS (shooting an executive through a window will have this effect, as will tossing rocks through a curtain at an unseen adversary).

Ranged attack is resolved on the Universal Table using the attacker's Agility ability. The result is then noted on the Effects Table.

There are five different types of ranged attack listed on this table: Shooting (including most projectile weapons), Edged Throwing, Blunt

Throwing, Energy Powers, and Concussive Powers (Force Attacks).

A Shooting Attack is the most "normal" form of ranged attack, and consists of using a projectile weapon like a handgun, rifle, or other implement of destruction that is all too common in the USA. A character making a shooting attack may score a Miss, Hit, Bullseye, or Kill result. A Shooting Attack may never be reduced by the attacker in effect or damage.

- A character scoring a Miss result misses the intended target. The missile continues to fly, and the Judge may, if he deems circumstances warrant it, make a second roll to see if the attack hits another target in the same general area and path of the weapon (this is why shooting into a crowd or a gasoline storage shed is known as "a bad idea").
- A character scoring a Hit result will inflict damage according to the weapon. Some specialized weapons inflict no damage, but instead call for an Endurance FEAT
- A character scoring a Bullseye result does damage as for a normal Hit result. A Bullseye is used if the character is shooting for a particular part of the target (the opponent's shooting hand, for example, in order to disarm him). The nature and result of a Bullseye is left to the Judge, but it should be required for targets of less than one foot square and should never be fatal.
- A character scoring a Kill result may kill his or her opponent. Check on the Kill result table. Note that there is a greater chance of killing with a shooting, edged weapon, or energy attack than for any other type.

An Edged Throwing Attack involves throwing a sharp, edged weapon such as a knife or shuriken at the

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target. A character making this attack may score a Miss, Hit, Stun, or Kill result. An edged throwing attack may never be reduced in effect (from red to yellow, for example), but a player may inflict less damage.

- A character scoring a Miss result misses the intended target. The missile may hit another target as noted for Shooting.
- A character scoring a Hit result will inflict damage as for the listed weapon.
- A character scoring a Stun result will inflict damage, and in addition have a possibility of Stunning the opponent for 1-10 rounds.
- A character scoring a Kill result may potentially kill his opponent.

A Blunt Throwing Attack involves throwing a dull, blunt weapon such as a rock, bus, or large, concave disk at the opponent. A character may score a Miss, Hit, Bullseye, or Stun result. These are as described in the sections above. A blunt thrown weapon inflicts damage equal to the Strength of the thrower, or the material strength of the thrown item, whichever is less. A blunt thrown weapon can be reduced in effect or damage.

An Energy Attack involves those Powers that use energy to shock or damage the target as well as weapons that simulate those abilities, and include fire blast, lightning bolts, and most forms of radiation. Energy Powers have no physical component. A character using an energy attack may score a Miss, Hit, Bullseye, or Kill result. These are described in the sections above. All forms of energy attack have a maximum damage. A player may reduce the damage inflicted by an energy attack, but not the effect (from red to yellow, for example).

A Force Attack involves those Powers that use a physical manifestation of energy to inflict damage, and include the plasma-jetting repulsors used by Iron Man, some forms of radiation, the Invisible Woman's force fields, and Iceman's battering ram. A

character using a force attack may score a Miss, Hit, Bullseye, or Stun result, as explained above or in the sections following. A character may choose to inflict less damage with a force attack than maximum, but may not reduce the effects (from red to yellow, for example).

Body Armor, force fields, and use of Powers may affect the ultimate success and damage of a ranged attack.

Range Modifiers: There are limits to the distance a weapon can travel and still effectively hit its target and inflict damage. This is the missile's range (not to be confused with ranged movement). Weapons have a range listed by areas. Powers have a range determined by their Power rank. Thrown items are dependent on the thrower's Strength. The range available according to the Power rank is set on the table under Power FEATs. Throwing range is noted below.

This represents the maximum throwing range of an item. For Powers, the range may exceed the listed amount, but for every additional area, the chance to hit is reduced by -1CS. A character with Unearthly fire blasts may use that power, along with his Excellent Agility, up to 6 areas away. At 7 areas away, the chance is reduced to only Good, at 8 areas Typical, and so on. A chance cannot be reduced below Shift 0, but once

the ability enters that realm the character is at maximum distance, unless that ability is noted as being at LOS (Line of Sight -- if the character can see it, he can try to hit it).

For weapons, for each area traveled, reduce the effect by -1 CS to hit (a Rifle has a range of 15. For a target 4 areas away, the chance to hit is reduced by 4 column shifts). In the Marvel Universe, weapons are not nearly as effective at long distances.

Throwing Range Table

Strength Rank	Range in Areas
Shift 0	0
Feeble	1
Poor	1
Typical	1
Good	2
Excellent	3
Remarkable	4
Incredible	5
Amazing	6
Monstrous	7
Unearthly	8
Shift X	10
Shift Y	15
Shift Z	20
Class 1000	LOS
Class 3000	LOS
Class 5000	LOS

Wrestling

Wrestling combat refers to a form of hand-to-hand combat in which the character attempts to restrain, hold or grapple with an opponent, or forcibly remove an item from that character's possession. It is less effective than Slugfest combat, but has the advantage of restraining the opponent's actions.

As with Slugfest combat, the opponents in a wrestling attack must be adjacent, or have Powers, weapons, or abilities that allow the attacker to reach the defender. Doctor Octopus' arms, or a bit of web-ball flung out to snatch the Maltese Falcon from the opponent's hand, would fall under this category.

Wrestling combat is resolved on the Universal Table using the attacker's Strength ability. The result is noted on the Effects Table, and is determined whether the attack is Grappling, Grabbing, or Escaping.

A **Grappling Attack** is an attack designed to limit the movement abilities of the opponent. A Grappling attack may score a Miss, Partial Hold, or Hold result.

- A Miss indicates the attacker has failed to hold onto the opponent. The attacker may not make other attacks this round.
- A Partial Hold indicates the attacker has grabbed onto an arm, leg, or other part in such a way that will limit actions but not reduce them in full. The attacker may choose exactly what she has grabbed onto. The target may perform any normal actions, but at a -2 CS penalty, and may not move if the attacker's Strength is equal to or greater than the target's. No damage is inflicted in a Partial Hold.
- A Full Hold indicates the attacker has placed the target in a position where the target is fully restrained from action, and may damage the target. The

target is considered held until the attacker releases the target or the target escapes. The attacker may perform one action in addition to maintaining the hold, and may inflict up to the Strength level of damage to the target (subject to Body Armor).

Escaping is an action used by individuals placed in a hold to slip free of the opponent and possibly reverse the damage. A character making an escape may Miss, Escape, or Reverse the Hold.

- A character scoring a Miss result may make no other action that turn, and is considered held.
- A character scoring an Escape result is free of the hold. The character may move at half speed, but may not perform any other actions.
- A character scoring a Reverse is free of the hold and in a position to do one of the following: Move up to half distance. attempt to Grapple the former attacker, or perform any other action at a -2 CS.

A **Grabbing Attack** is an attack geared at taking a possession away from an opponent, like a gun, bomb, or Maltese Falcon. A character making a Grabbing attack may score a Miss, Take, Grab, or Break result. These results may have differing effects depending on the relative Strengths of the combatants. Grabbing combat normally does not inflict damage.

- A Miss result indicates the item in question is not in your character's possession. If the item was in another character's possession, it still is. If the item was in no one's possession, the item is knocked loose and will be up to one area away in any direction.
- A Take result indicates the attacker has full possession of the item if his Strength is

equal to or greater than the target's (use material strength for things that are glued or clamped down). If not, consider as a miss.

- A Grab result indicates the attacker has taken possession of the item, whether or not the Strength of the opponent was higher.
- A Break result indicates the attacker has succeeded, and may either depart with the item immediately or, potentially, set off the item. A second roll is made against the material strength of the item involved. If a color (red, green or yellow) result is made, then the attacker may either use the item or move up to half his or her speed away (round up). If a white result is made, the item is damaged, broken, or goes off. This will vary from item to item -- a glass vase drops to the floor, a gun fires in a random direction, a bomb explodes or loses its safety device, etc. This varies from case to case, but the Judge is encouraged to be as creative and upsetting as his players will let him get away with.

Body Armor has no effect on the initial hit of a Grappling attack, as no damage is done initially.

Charging (Endurance Attack)

Charging combat is a form of attack that combines movement and combat. Whereas making any other attack or action halves movement, a charging character may make his full movement and still strike. Charging is a favored method for heroes trying to close the distance between themselves and an opponent with a range weapon, and certain individuals such as Rhino, Juggernaut, and Bulldozer make this their preferred form of attack.

A character must move at least one area to make a charging attack, but may move his entire movement rate to reach the combat. For each area the character moves through before reaching combat, the attacker gets a +1 CS, up to a maximum of +3 CS (Endurance for figuring this may not be raised beyond Shift Z in any event).

Charging attacks are resolved on the Universal Table, checking under the Charging column of the Effects Table. The character making a charging attack may score a Miss, Hit, Slam, or Stun.

- A character scoring a Miss result inflicts no damage. In addition, the character continues his move for half the character's speed (round up) after the attack. Any change in direction would require an additional Agility FEAT. If the straight line passes into some material obstacle, the character makes an attack on that obstacle instead. The attacked character may return the attack only if his action was originally following the charge.
- A character scoring a Hit result inflicts up to his maximum current Endurance or his Body Armor rank in damage, whichever is higher, plus two additional points of damage for every area covered in the attack. (A character moving

10 areas with an Endurance of Good (10) hits an unarmored opponent at top speed, inflicts $10 + 2 \times 10 = 30$ points of damage.)

- A character scoring a Slam result inflicts damage as for a hit, and in addition may Slam an opponent.
- A character scoring a Stun result inflicts damage as for a hit, and in addition may Stun the opponent. The attacker may inflict up to his Endurance or Body Armor in damage, but additional damage from speed is fixed. The attacker may also choose a lesser effect than that rolled.

Body Armor may influence the damage of a charge attack. If the defender's Body Armor is greater than the damage inflicted by the attacker, the damage is rebounded onto the attacker. If the attacker's Body Armor is greater than the rebounded damage, neither side takes damage. (Stuns and Slams still apply.)

Example: The character making the attack above has Good Body Armor, and makes the attack at 10 speed with Good Endurance on an opponent with Excellent Body Armor. The first 20 points of that are covered by the target's Body Armor, and as such are returned to the user. The attacker takes 20 points, 10 of which are absorbed by his own body armor. The attacker therefore takes 10 points from his own attack.

Charging inanimate objects is handled in a similar manner, with the item's material strength counted as Body Armor. Charging through a Good strength wall will inflict 10 points of damage on the attacker, unless that damage is absorbed by Body Armor.

This applies to characters who are slammed through walls, charge past a target into a wall, or fail to pull out of a dive.

Defensive Actions

Previously in the MARVEL SUPER HEROES Original Set there was one conscious action that a character could take to avoid damage: the dodge. In the MARVEL SUPER HEROES Advanced Set there are three actions that may be used to avoid various attacks; these defenses are tied to different abilities.

Dodging is an Agility Ability, and reduces the attacking column shift. A character who is Dodging may move only half his speed in any turn, may not engage in a charging attack, and may perform only one other action that turn, maximum (including making an attack).

A character who is Dodging makes an Agility FEAT at the start of the turn, as soon as Initiative is determined. That FEAT will determine the reduced effect of attacks on the character. The result may be no shift, a -2, -4, or -6CS shift on any attacks stated in the first part of the round. This means that the character may only dodge attacks of which he is aware. A character may not dodge an unexpected attack, such as a sniper who suddenly appears, an ally who makes an attack, or someone behind the character. (Blindsiding)

Powers may modify this rule, the most notable being the Spider-Sense possessed by the Amazing Spider-Man.

In any event, a character who is making a Dodging attack makes any FEAT rolls in that turn at a -2 CS penalty.

Dodging is usually used against ranged attacks and charging attacks. It has no effect against Slugfest and wrestling attacks (though the character may dodge to avoid ranged attacks in conjunction with adjacent attacks -- this has no effect on those adjacent other than to penalize the dodging character).

Evading is a Fighting FEAT that is used by characters who are playing for time, looking for a weak spot in the opponent's attack and hoping to avoid getting their bodies splattered over the countryside.



Evading is an effective defensive tactic only against adjacent attackers, such as those engaged in Slugfest or wrestling combat. Only a single opponent may be Evaded.

A character who chooses to Evade announces that intention during the declaration phase of the turn. If both sides are evading, no actual combat occurs - both opponents are engaged in a flurry of feints and parries and no real blows are landed.

The Evading character makes no attacks that round, but rolls on the Universal Table and checks the Evasion column in the Effects Table. The results are Auto-Hit, Evasion, Evasion -1, and Evasion +2.

- An Auto-hit indicates the character zigged where he should have zagged, placing him in the direct line of fire of the opponent. The result of the opponent's attack will be at least a green result, even if a white result was rolled (it is still possible to be missed by a wrestling hold in this fashion, but Slugfest will always hit).
- An Evasion result indicates the character dodged the blow from that particular attacker. The attacker does no damage.
- An Evasion +ICS or +2CS indicates the character dodged the blow as in the Evasion result, and also put himself in the position to deal a better-placed blow against the foe. In the next round, an attack made by the character against that

attacker will receive a +1CS or +2CS bonus to hit (but not damage). This applies to only the first attack in that next round on that attacker, and may not be saved from round to round or increased.

Block is a defensive ability that uses the Strength ability to lessen the damage of physical attacks, which include Grappling, Slugfest, Edged and Blunt Throwing attacks, Force attacks (but not Shooting and Energy attacks) and Wrestling (but not Charging).

The Block move is an attempt to meet force with force, and use the individual's Strength as a form of Body Armor against a specific attack. The character using a block may take no other action, but may shield others behind him. Normal Body Armor, but not Force Fields, still apply to defense.

The character using the block maneuver does not attack but counts his Strength as Body Armor, provided the force can be physically resisted (use common sense here -- a fire cannot be blocked, but a pillar of ice can). Roll on the Universal Table against Strength to determine the effects. The notation -6CS, -4 CS, -2 CS, and +1CS indicates the level of Body Armor gained taken from the Strength of the character.

Example: A character with an Amazing Strength wishes to block a punch thrown by an opponent with Monstrous Strength (Fighting ability is used to hit, but Block has no effect on this). The character gets a green FEAT, -4 CS, which provides him with equivalent Body Armor of Good. The character takes 65 points damage. If

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the hero had made a red FEAT roll, the character would have totally blocked the attack (Monstrous Body Armor against Monstrous damage attack).

The **Catching** maneuver is a move designed to let the hero catch falling objects and teammates, as well as catch objects that are thrown and fired at them. It uses the Agility ability to make this maneuver

The catching maneuver can only be directed against one item at a time. The attempt to catch the item is made on the Universal Table, with Auto-hit, Miss, Damage, and Catch results. An Auto-hit result means the object the hero tried to catch hit the hero instead. In the case of a falling object, this is as if the object made a charging attack against the character at the speed of the fall. In the cases of shooting or thrown weapons, the hero is automatically hit (a white result to hit is treated as a green result).

- A Miss result indicates the hero has missed catching the object. If the object he was trying to catch was directed against him as an attack, the attack proceeds at a +1CS to hit.
- A Damage result indicates the hero caught the object, but might damage it as a result. Treat the catch as a damage-inflicting attack on the object or character being caught.
- A Catch result indicates the object is caught with no ill effects to the hero attempting the catch or the object or character being caught.

A character suffers -3CS on all attempts to catch objects directed against the character specifically. In addition, certain types of catches require a minimum Agility.

- Hero must have an Unearthly Agility to catch small, fast-moving items (like bullets).

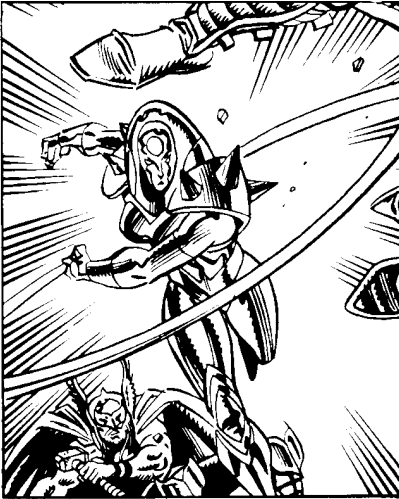
- Hero must have an Amazing Agility to catch large, thin, projectiles (like arrows) .
- Hero must have at least Remarkable Agility to attempt to catch other thrown projectiles.
- Hero may have any Agility to try to catch a falling character or object.

Effects Results: Slam, Stun, and Kill

Most effects of combat are covered in the sections describing that form of attack. Several combat forms share the Slam, Stun, and Kill results. They are explained herein.

For any one of these three results to be effective on a target, the attacker must inflict some damage on the target. If the character's Body Armor, force field, or natural invulnerabilities prevent the form of attack from hurting the character, then the effects of the Slam, Stun, or Kill are negated.

Important: In borderline cases where the sum total of the attacker's damage is balanced by the target's defenses, such that one more point is needed to affect the target, the target may be affected by Slams, Stuns, and Kills



The **Slam** result is possible as the result of Blunt Attacks and Charging and refers to the physical knocking down or away of an opponent. There are three types of Slam under the Advanced Set rules. The subject of a Slam result rolls on the Universal Table for an Endurance FEAT, checking the result on the Effects Table. The result may be No Slam, Stagger, 1 Area, or Great Slam.

- No Slam -- the target is not affected by the slam. The target still takes damage as for a normal hit.

- Stagger -- The target is knocked back a step or two, perhaps knocked to one knee, but is fully capable of engaging in combat next round. The Stagger result indicates the target takes the damage of a hit and is no longer considered adjacent to his attacker. There is no further damage unless the situation demands it. (Say, the target is on the edge of a cliff and staggers over the precipice -- a great way for villains to meet obscure deaths.)
- 1 Area -- The target is knocked one area away (ranged or area movement). If the attacker inflicted any damage on the target, the attacker chooses the direction of the Slam (any compass direction or straight up or down). If no damage was inflicted, the defender chooses the direction (most likely avoiding fellow teammates, buildings, and other large, nasty items).
- Grand Slam -- The target is knocked away with a speed equal to the Strength of the attacker taken as ground speed. (A hit with Unearthly Strength sends the victim 10 areas.) The direction is determined as for 1 Area Slam.

A character slammed into a building takes damage as if he were making a charging attack at that building. Buildings and other obstructions affect the speed of the character as for normal movement.

The **Stun** result has the potential of taking a hero out of the fight for a number of rounds. A character may be stunned as result of any Slugfest attack, Throwing attack, Force attack, and Charging attack. The target rolls an Endurance FEAT on the Universal Table, and checks the result on the Effects Table (is this getting familiar, guys?). There are three types of Stun results.

- 1-10 rounds -- The character is knocked out for 1-10

rounds (roll a die). During this time a character may take no actions.

- 1 round -- The character is knocked down and may take no action next round. The character is still conscious, but as the apparent result is the same as 1-10 rounds, a character can play possum and keep his ears open.
- No effect -- just what it means, the character is not affected by the Stun result.

The **Kill** result is potentially the most dangerous for the user (and definitely the target). A Kill result may be checked for as the result of an Energy attack, an Edged attack in Slugfest, or a Shooting attack. It may also be called for by reducing a character's total health to 0 -- see Life, Death, and Health, following.

The target receiving a Kill result makes an Endurance FEAT on the Universal Table, checking under the Kill column of the Battle Table. There are three results on this table.

- An Endurance Loss indicates that the character's Endurance is reduced by one rank. The character is dying (check under Life, Death, and Health), and will continue to lose Endurance at one rank per turn until the situation is cleared.
- The E/S result indicates the character is affected as an Endurance Loss only if the method of attack was Edged attack in Slugfest or a Shooting attack. Any other attack form is considered No Effect.
- No Effect: The character takes damage as listed for the attack form, but is not slain.

A Kill result has detrimental effects on the attacker as well as the target. A hero who kills will lose all Karma (check under the Karma section in the next chapter).

Powers in Combat

Usually a character's superhuman Powers can be wielded in combat, depending on the circumstances. Those that depend on concentration may be prevented, while those powers that derive from a weapon may be foiled if the hero is kept from that weapon. This section covers a few of the more common Powers that turn up in combat.

Body Armor: The key to withstanding attacks, a character's Body Armor reduces potential damage by the Power rank number of the armor. If a character has Monstrous(75) Body Armor, then any and all attacks reduce the damage by 75. Damage reduced below 0 is counted as no damage, and the target cannot be affected by a Stun, Slam, or Kill result from that attack. For example, if a dagger (10 points damage) is thrown at a hero with Amazing (50) Body Armor, there is no effect from the attack even if the attacker rolled a Kill result. Body Armor protects the character from each and every physical attack. If five goons inflict 10 points damage on the hero with Excellent Body Armor, then none of those attacks succeed.

The above applies to all attack forms except Energy Powers. The rank number of Body Armor is reduced by 20 points when dealing with this attack form. This means a Body Armor of Excellent (25) is reduced to Typical (5), a Body Armor of Monstrous (87) becomes Monstrous (67), and a Body Armor of Good (10) provides no protection at all against attacks on the Energy column.

Force Fields are another common form of defense encountered in combat, and range from the personal (protects the user only) Force Fields used by Iron Man and Vindicator to the projected (protects user, others, or large areas) Force Fields of the Invisible Woman. Force Fields protect as Body Armor, but are effective against Energy attacks at the listed level, and are -10 against all other attacks. A Force Field takes the damage instead of the hero.

A Force Field can be overloaded by damage exceeding that of the Power



rank, treating that Power rank as the material strength of the wall. What happens if the Force Field is overloaded depends on the type of Force Field.

- If the Force Field is personal in nature, the system switches off or overheats. The hero is affected by excess damage, and may be stunned or slammed.

- If the Force Field is projected in nature, the user must make a Psyche FEAT roll against the intensity of the attack or become unconscious. The Force Field hangs around long enough to protect those within.



A character with Force Field and Body Armor may use one or the other against any attack, but not benefit from both at the same time. If a Force Field is projected by a third party in front of the character with Body Armor, the Force Field takes damage and, if it collapses, full damage is inflicted on those within. In this case Body Armor is applicable to reducing damage.

Resistances: A hero with a resistance against a certain attack form is permitted an additional defensive roll -- when attacked, the hero may make a FEAT roll against the attack, treating the damage as the Intensity of the attack. If successful, the attack inflicts no damage. If the FEAT fails, the Resistance still provides Body Armor against that attack form.

Claws: Claws are given a Power rank and a material strength. The first refers to the damage inflicted with

them, the second to the materials they can affect. The favorite example is Wolverine, whose Class 1000 material claws only inflict Good damage against materials without a material strength rank. Against materials with a material strength rank, including the outer suit of Titanium Man, Wolverine shreds with Unearthly ability. As far as damage goes, he inflicts 10 points and checks the Edged Attack Table when attacking. This same approach is taken for swords (Black Knight, Silver Samurai) and other sharp pointy items, and for the effects of Corrosive and Rotting Touch.

Claws and other sharp instruments do not affect Force Fields with their material strength. They would inflict their normal damage in overloading that Force Field.

Growth: Larger targets are easier to hit than normal ones. In Charging, Slugfest, and Missile (Shooting and Throwing) combat, the following modifiers apply to hit:

Growth Combat Modifier Table

Height	Modifier
Up to 7 feet tall	None
Up to 18 feet tall	+1CS
Up to 22 feet tall	+2CS
Over 22 feet tall	+3CS

This modification only applies to the chance to hit, not to the damage done.

The character with Growth Power also gains a similar modifier to any Strength FEATs, including wrestling combat. Damage is raised by a similar amount.

Shrinking: Smaller opponents are harder to hit, and strike more easily against a relatively larger foe. When attacking a smaller foe, the attacker suffers the column shift listed, while the smaller foe gains a shift on his

Shrinking Combat Modifier Table

Reduction	Attacks Against	Attacks By
Down to 6 inches	No	No
Down to 1 inch	-1CS	+1CS
Down to 1/4 inch	-2CS	+2CS
Smaller than 114"	-3CS	+3CS

attacking. This applies to Slugfest and Missile combat only in both cases.

Tactics

The above sections talk about most normal combat situations. Of course, anything that uses characters with superior Powers can hardly be called normal. To covet a lot of the "special cases:" this section will look at a few of the more interesting tactics that have turned up over the years.

Non-Adjacent Weapon Combat: In most cases, two characters must be next to each other in order to engage in Slugfest combat, though an exception is noted if the character has a weapon that will reach. Super-strong opponents are always grabbing lampposts, columns, and buses to smash one another. For this type of combat, the attacker and target do not have to be adjacent, but should be within 1 area of each other (unless the attacker is using something massive like the Concorde to strike his or her opponent). The attacker must be able to lift the object he is using, and if the target's material strength or Body Armor is higher, the weapon may be shattered and the item useless.

Holding One's Fire: If a player has initiative, his character may hold off his attack until an opponent is within the best possible range. In other words, the opponent (loser of initiative) may move according to his plans, but the attacker does not have to attack until the opponent is about to strike. (A good example is a character defending against a Charging opponent. That character chooses to hold his attack until the opponent is right on top of him, then lets loose.)

Pulling Punches: This has been covered above but bears repeating: It is possible to inflict less damage than maximum for some attacks, and it is possible to select a lower effect than the color rolled for other attacks. Attack forms where reduced damage is available are Blunt Attacks, Throwing Blunt, Energy Powers, Force Powers, and Grappling, and any form of attack that uses the magic code phrase "inflicts up to a certain level of damage." Attack forms where it is possible to have lesser effects than found on the Battle

Effects Table (for example, lessening a Stun to a Slam) are Blunt Attacks. Force Powers, Energy Powers, Grappling, and Charging.

Multiple Targets: A character may affect multiple targets by making a single attack that will affect multiple targets, or by making separate attacks against the attackers.

Single Roll option: Under certain circumstances a character may affect a number of adjacent foes. All targets must be adjacent to the character in question. Attack forms that may use this type of attack are Blunt Slugfest, Escaping, and Energy and Force Powers. A single roll is made to affect all the individuals in the area at a -4CS. Those results are applied to all in that area.

Multiple Combat Actions: Occasionally heroes may make more than one attack in the same round, attacking the same target or different targets. Any character can make multiple attacks, provided that character makes a Fighting FEAT roll in the Pre-Action roll. The intensity of the FEAT depends on the number of attacks desired:

- Making 2 attacks in the same round - Remarkable Intensity FEAT
- Making 3 attacks in the same round - Amazing Intensity FEAT

All multiple attacks are made at -1CS to hit. If the Fighting FEAT fails, only one attack is made at -3CS.

The above applies to Slugfest attacks and Shooting only. Certain Powers may permit multiple attacks as Power Stunts without invoking this rule.

Entangling Weapons: There are a number of bolos, nets, and webbing designed as weapons to entangle a foe. These hit with an Agility FEAT, but if they hit, the target must make an Agility FEAT against the material strength of the net, webbing, etc. Failure indicates the target is enmeshed and may escape by breaking bonds as a Strength FEAT, or slipping the bonds, if the character has applicable abilities.

Groundstrike: The Groundstrike is a tactic used by individuals with Energy

Powers to inflict concussive damage to a target without fear of instant death. The idea is to use the Power to bowl over an opponent and do damage with the rock and earth brought up by the attack. If the material strength is less than the damage inflicted, the target will take damage equal to the material strength. In addition, if the material is relatively thin, the strike may open a hole, causing the target to fall through (Agility FEAT to avoid). The chief function of the Groundstrike is that damage is inflicted on the Force Power Table. It's disadvantage is that it is hard on the surrounding territory.

Shooting to Neutralize: It's often a good idea to try to shoot a weapon out of a miscreant's hand. This requires a Bullseye result, and while it inflicts damage, a Kill result is treated as a Bullseye as well. This is one of the few cases where a Kill result may be reduced. It may be used only to knock an opponent's weapon out of his hand.

Shooting to Stun: A trick shot, involving grazing the target in such a way as to knock him out. This is a Bullseye result for Shooting combat. A Bullseye result is treated as a Stun, but a Kill is still a Kill result.

Combined Attack: A single character may be unable to pierce an enemy's Force Field or Body Armor, but two or more individuals striking at the same spot may be able to affect the foe. As with combined material Strength FEATs, the two must inflict damage within in points of each other. The higher total is raised to the next rank of damage, at the lowest point (88 for Unearthly, etc.) providing the individual with the lower damage ability makes an Agility FEAT (the one with the higher FEAT must score a normal hit). This applies to Slugfest, Charging, and Energy and Force Powers.

Double-Teaming: A form of combined attack where one attacker holds the target and the other hits him. The first attacker must get a Hold or Partial Hold on the target. The second attacker then gets a +1CS on attacks (but a miss on the target may hit the Grappling attacker - make a second roll as if attacking that character).

Fastball Special: A special form of Charging attack developed by Messrs. Logan and Rasputin of Westchester County. New York, which involves the more powerful of the two using the less powerful as a Missile weapon. The attack supposes the throwing character can lift and throw the thrown character. The attack uses the thrower's Agility to hit, or the thrown's Fighting ability, whichever the players involved choose. Damage is done by the thrown character as determined by Endurance, or by a normal Slugfest attack, with the thrown character gaining benefits as for a Charging attack. (Plusses for Speed.)

Shockwave: A version of the Groundstrike used by those with Edged or Blunt Slugfest attacks. The attacker must have a Strength at least two ranks higher than the material he is standing on; he then strikes at the ground with fists, legs, etc., setting up a shockwave that will travel up to 2 areas away in any direction. Those in the path of the Shockwave are attacked by as if by a Charge of the attacker's Strength. No damage is done by a Shockwave attack (though incidental damage may be inflicted by damaged buildings, bridges falling down, etc.) but targets may be stunned or slammed if these results are rolled.

Blindsiding: A character who is taken by surprise has a greater chance of being affected by an attack than one who is expecting it. A Blindsiding attack gains a +2CS to hit, and the character hit by a Blindsiding attack may not add Karma to any die rolls to determine if the attack Slams, Stuns, or KILLS. The Judge has final say on Blindsiding, but guidelines are: if the character is taken unaware from behind, the character is distracted, the attacker is playing possum (the target does not anticipate an attack), the attack comes from an unsuspected quarter (an ally or supposed friend makes the attack). Characters with extraordinary senses (like Daredevil) or danger senses (like Rogue, Franklin Richards, and Spider-Man) cannot be Blindsided in normal circumstances. Under special circumstances, though, Blindsiding these characters can be possible. Spider-Man was once

Blindsided by Aunt May, as his vaunted spider-sense did not recognize the dear sweet lady with the lead pipe as a threat -- let this be a lesson to us all...

Shielding: This tactic involves putting something between the target and the attacker, usually an inanimate object but sometimes, in the case of hero leaping into the fray to stop an attack on another individual, a character himself.

In the first case, the hero may decide to use something as a shield as an initial action or as a changed action after initiative is rolled. If it is an initial action, the hero may perform another action in addition to the action. If a changed action, the hero may perform no other action that round than shielding. In either case, all other FEATs attempted in that round, including combat are -2CS unless the object used as a shield is a device or object commonly used by the hero in that way (the hero is comfortable using the device defensively). The material strength of the item is used as a form of Body Armor against the attack (if a garbage can lid is used as a shield, it will provide Poor (4) protection). This applies only to physical attacks and similar attacks that may be deflected in this manner. This form of defense may be used against Slugfest, Throwing, Shooting, and Charging attacks, but not Grappling and Grabbing attacks.

The hero may also provide a form of shielding to other targets within the same area (or within a half-area for ranged movement) by putting his own body in the way of an attack directed against another. The hero may make this decision only in the decision section of the turn, and then if the hero is closer to the target than the attacker (therefore it is only useful against Shooting, Throwing, and Charging attacks). The hero (or an object the hero is carrying, as in the first section) interposes himself in the line of fire and is considered the target instead of the intended target.

Example: Spider-Man is standing next to the Mayor when he sees the barrel of a sniper rifle sticking out of a window. Spidey acts to shield the Mayor, making himself the target of the attack. Were Captain America

standing next to the Mayor in this situation, then he could bring up his shield (a common object used for this purpose) to protect the Mayor and himself (the attack is considered to be against Captain America, but his shield may deflect it).

Flight and Fight: A few additional rules apply to characters engaged in combat while in Flight:

- A character in flight can be slammed regardless of the character's comparative Endurance. This is because the character is not moored to anything.
- A character in flight may Charge with normal limitations. If the flying character is engaged in a Power dive (dropping straight down), the character can gain a column shift of +4CS (with resulting possible damage for self as well). This applies only to flying characters intent on diving at the target, not to characters leaping, jumping, or falling from high distances (they receive the +3 CS maximum).

Firing at a Moving Target: A character who is moving is harder to hit. A -1CS applies to any target moving up to five areas that round; a -2CS applies to those against targets moving up to 10 areas that turn, and -4CS to those moving faster. The exception to this is attack on a character who is Charging directly at the firer -- other than the target getting rapidly larger, there is no difference in location.

Ambush: OK, how many times have you seen this in the comics -- the bad guy is right around the corner, pistol drawn, waiting for Moon Knight to come around the corner and... Blam! The Ambush is an attack set up against a certain location. As soon as any character enters that location, the attack occurs. Karma is spent when the attack is set up, not made. An Ambush gains a +1CS to hit.

Aiming (Optional): This form of attack is for use with Shooting, Throwing, and Powers, in situations where the attacker has the luxury of

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spending a turn aiming his weapon without firing. A character Aiming for a turn gains a +1CS to hit.

Point Blank Range: There are sometimes cases where a firer would have to be really trying to miss -- you know, repulsor up against the bad guy's head, etc. A Shooting character who is adjacent to a nonfighting opponent gains a + 3CS to hit that opponent. If the opponent is fighting, or engaged in Slugfest or wrestling, there is a - 3CS to hit with Missile weapons. Whether or not a target is fighting is determined when the attacker fires. If the attacker gets initiative in the round the opponent tries to escape, the attacker has a + 3CS - otherwise, he has a -3CS.

Luring: Luring is a tactic by which the character makes himself a target in order to encourage his opponent into attacking him, whether to keep the opponent from attacking others, lead the character into an uninhabited area, or to persuade the opponent to throw a punch or make a charge, only to jump out of the way at the last moment. A character trying to Lure states so. The opponent gets a +2CS on attacks, but at the moment of attack, the defender can pull a defensive move of his or her choice. If the attack misses, the lured character will hit whatever was directly behind the luring character (the character's choice).

Using Karma in Combat: Karma is delved into deeply in the next chapter, but since it has an important effect on combat it should be mentioned here. Karma is used to manipulate the die rolls on the Universal Table. When a character decides to spend Karma, the player simply announces it. You automatically spend 10 Karma points by saying that simple phrase. You can spend more, but 10 points is the requirement for making the statement. On the die roll you are modifying (always the one immediately after the announcement), you add the number of points equal to the amount of Karma you spend (at least 10, the amount you spent to start with). Other uses of Karma are described in the Karma section.

Life, Death, and Health

This is one of the most important sections yet covered. In combat, we noted that various attack forms inflicted various types of damage -- a strike with the bare fists inflicts up to the attacker's maximum Strength. This may be modified by Body Armor, tactics, and other stuff, but the end result is a number, which is deducted from your Health score. What happens when Health reaches 0?

Well, your character just might perish.

A character that reaches 0 Health becomes unconscious and stays that way for at least 1-10 rounds. The player rolls an Endurance FEAT for the character and consults the Kill column of the Effects Table. If the result is no effect, the character is Stunned for 1-10 rounds and may regain consciousness. If the result is Endurance Loss, the character begins to lose Endurance ranks.

A character loses one Endurance rank per turn. The loss is temporary, but for further Endurance checks the rank number is considered to be the highest for that rank. One rank is lost per turn until the character reaches Shift 0. When the character slips below Shift 0, that character is dead. Deceased. Pushing up daisies. Beyond the mortal ken. Extreme measures must be taken to bring that character back into play. Fold up the character's sheet and put him in the Hall of Fame. (However, see Immortality.)

How do you avoid this situation if your character is the one who may pass from this mortal coil?

- Spend Karma. You can stabilize your Endurance for one round by spending 50 points. This is a stopgap measure at best. (This is a change from the Original set.)
- Spend a lot of Karma. You can gain another Endurance FEAT when you slip a level by spending 200 Karma points. If you succeed, you are unconscious.

- Help from your friends. If a friend, ally, enemy, or passerby attempts to aid you, the loss of Endurance is halted. The character is still unconscious, and will be for 1-10 more hours. Aid is defined as first aid, summoning help, pulling the character to safety, or even checking to see if the character is OK. A character with First Aid and Medicine Talents may be able to aid individuals who have reached Shift 0 Health.

Regaining Consciousness: A character unconscious from the result of a Stun regains consciousness in 1-10 turns, and may act normally from there on. A character with 0 Health is unconscious for 1-10 turns, then can make a Endurance FEAT. Failure indicates the character is still unconscious; check again in 1-10 turns. Success indicates the character has regained consciousness, and has Health equal to his Endurance rank.

Recovery: Ten turns after a character takes damage, he regains Health equal to the Endurance rank number, provided the character is not knocked unconscious. This Recovery only applies if the character is not further damaged within that time period. If a character is damaged, steps out, and then is damaged again before Recovery takes place, then only Healing is possible. Recovery may take place only once per day.

Healing: A character normally heals his Endurance rank number in the hour (600 turns) following the last damage. If the character takes further damage during that period, then the time is measured from that point. Characters with special abilities may be able to heal for greater amounts or at faster rates. This rate is doubled by bedrest and medical supervision (doctors or hospitals).

Robots and Reactivation: Robot PCs and NPCs that are knocked down to 0 Health and lose all Endurance Ranks are not "dead" in a conventional sense, but may be rebuilt by other characters, if they may retain most of the parts and personality. Repairing such a

character would require a Reason FEAT of intensity equal to the highest Ability or Power rank of that character (if the Vision is deactivated, as he apparently was once in crossing Annihilus' Force Field, repairing him is an Unearthly intensity FEAT). The repaired character returns to play, but has no Karma. Reactivating a robot takes a number of days equal to the highest Power rank of the character (the Vision would take 10D days). Robots may suffer disabilities.

Impaired Abilities: A character who has lost Endurance ranks has a -2CS until the Endurance is returned to original levels. One Endurance rank is healed per week in normal action. One Endurance rank is healed per day if the character is in a hospital or under a doctor's care. Endurance cannot be healed to a higher rank number than the character had before the damage.

Disabilities: A character who slips to Shift 0 in Endurance is in danger of having one or more of his abilities impaired. For such a character, roll for each physical ability above Good (Green FEAT). Failure indicates that that ability is now reduced to the next lowest printed number (from an Monstrous (61) to an Amazing (50)). These abilities may be modified upwards afterwards only by experience.

The Campaign

So, you know how to make your character, and how to beat up super-villains. Isn't that enough for you?

What was that? You want more? Well, I suppose we could look at what happens between all the action scenes.

For example, most players want to see their character develop. It's what makes the game worth playing for all those months, when your character finally learns how to fly (lift, magnetically control) the Quinjet. Also, this is a role-playing game, not a combat simulator, and most players want to act out what happens outside of zapping Doom robots.

Karma

As a hero adventures in the Marvel Universe, he gains and loses Karma. Karma is the reward system of the game, and is a register of how well the character is doing compared to an "ideal" hero.

Karma is also a spendable experience point. In other words, it is gained by the player, and may be spent by the player to make sure certain actions happen when they are supposed to (example: Captain America, with only one chance, bounces his shield off three walls and hits the lever necessary to prevent the detonation of the Z-bomb). Karma is also spent to complete technological items, accomplish Power Stunts, and to advance the

character in abilities and power.

Gaining (and Losing) Karma

Karma awards are made at specific times during an adventure.

- Karma is awarded at the end of a battle or conflict.
- Karma is awarded at the completion of a task.
- Karma is awarded at the conclusion of the game adventure or gaming session.

In the first case, Karma is not awarded while there is still combat going on, or when there is potential for immediate combat. This prevents heroes from chewing through the

Karma Award Table

Event	Award	Event	Award
Violent Crime -- Stop/Prevent	30	Commit Theft	-20
Violent Crime -- Arrest	15	Commit Misdemeanor	-10
Destructive Crime -- Stop/Prevent	20	Commit National Offense	-40
Destructive Crime -- Arrest	10	Commit Other Crimes	-10
Theft -- Stop/Prevent	10	Public Defeat	-40
Theft -- Arrest	5	Private Defeat	-20
Robbery -- Stop/Prevent	20	Permit Violent Crime	-15
Robbery -- Arrest	10	Permit Destructive Crime	-10
Misdemeanors -- Stop/Prevent	5	Permit Theft	-5
Misdemeanors -- Arrest	5	Permit Robbery	-10
National Offense -- Stop/Prevent	20	Permit Misdemeanor	-5
National Offense -- Arrest	10	Permit National Offense	-10
Local Conspiracy -- Stop/Prevent	30	Permit Other Crimes	-5
Local Conspiracy -- Arrest	15	Property Destruction	- 5/area
National Conspiracy - Stop/Prevent	40	Death	-ALL
National Conspiracy -- Arrest	20	Noble Death	-50
Global Conspiracy - Stop/Prevent	50	Mysterious Death	-50
Global Conspiracy -- Arrest	25	Self-Destruction	-50
Other Crimes -- Stop/Prevent	15	Making Commitment	+5
Other Crimes -- Arrest	5	Failing Commitment	-5
Rescue	20	Weekly Award	+10
Multiple Rescues(5 +)	100	Charities: Personal Appearance	+Pop
Defeating Remarkable Foe	30	Charities: Act of Charity	(max.20)
Defeating Incredible Foe	40	Charities: Donation	+10-40
Defeating Amazing Foe	50	Negative Popularity	+Res
Defeating Monstrous Foe	75	Gaming Award: Role-Playing	- Pop
Defeating Unearthly Foe	100	Gaming Award: Stump the Judge	+10
Commit Violent Crime	-60	Gaming Award: Humor	+15
Commit Destructive Crime	-40		+5

lower-level flunkies, then using the Karma gained to take on the organization's mastermind. As long as one of the player character heroes is in combat, Karma will not be awarded for that battle.

Certain actions are rewarded immediately after they occur. Stopping a crime, rescuing someone, or preventing a disaster are rewarded as soon as they occur, as are Karma losses from committing a crime, or taking a life.

At the conclusion of the game adventure, Karma awards should be made for the play to date. Conclusion means either the end of a planned adventure or the end of the evening's play. Karma awards for items such as good role-playing should not be delayed from session to session (if only because Judges have terrible memories).

Karma may be awarded to individuals or to a group. Definition is determined by the number of characters required to perform the action, defeat the bad guy, or rescue the innocent. If more than one person is responsible (such as one character holds the building steady while a second clears the streets and a third checks the collapsing structure for people trapped inside), the award should be split evenly, if one character is doing all the work, then that character should get all the credit. When making group awards, the amount is evenly divided between the active participants (drop fractions). If three people perform actions that earn 100 Karma points, each gets 33 Karma points. Awards for good role-playing are always to individuals. The decision of whether Karma is awarded to the individual or group, as well as the amount, is the final province of the Judge. Karma earned by groups may be placed in that group's Karma Pool even if other members of the pool's group were not present.

Karma is gained and lost through three general types of actions: Heroic Actions, Personal Actions, and Gaming Actions.

Heroic Actions are those actions the character undertakes as 8 hero:

catching criminals, rescuing innocents, battling the forces of evil, and general acts of heroic derring-do. Similarly, Karma is lost (reducing the player's Karma total) for unheroic acts. Heroic actions are listed in the summary at the close of this section, but the general types are as follows.

Stopping or preventing crime: The hero receives an amount for preventing a criminal action from occurring, or stopping it while in the process of occurring. The various criminal acts are listed in the Original Set, and summarized here.

- Violent crimes are crimes involving damage to people, and include murder, assault, and kidnapping. Attacking a super-powered hero is not in itself a violent crime, for Karma purposes, but attacking a hero in his secret ID is.
- Destructive crimes are violent crimes directed against property as opposed to people. Arson, bombings, riots, vandalism, attacks on super-powered heroes, and rampages fall under this category.
- Theft is removal of property without threat or injury. Shoplifting, pickpocketing, break-ins, and embezzling are theft.
- Robbery is theft with violence or implied violence. Mugging, bank robbery, and store stick-ups are robbery. Whereas theft is usually done without the target's knowledge, robbery involves a face-to-face confrontation.
- Misdemeanors include all minor crimes, including gambling, carrying concealed weapons, possession of drugs, and driving offenses.
- National offenses are those crimes that threaten the security of the nation, and include treason, hijacking, acts of terrorism, and drug and weapon smuggling.

- A local conspiracy is a plot or plan to break the law, affecting one company, city, or region. Meeting to plan a robbery is a local conspiracy.
- A national conspiracy is a plot or plan to break the law on a national level, usually concerning taking over that country.
- A global conspiracy is directed against the entire world, and usually is only used by those individuals and groups who dream of world power and alien races intent on conquering the world.
- Other crimes are those crimes that do not fit into any set category, and include selling drugs, forgery, counterfeiting, and fraud.

Arresting criminals: Often there are cases when a hero is not on the scene when a crime occurs (best example is Spider-Man not being around when his Uncle Ben was shot by the burglar). If the hero brings those responsible for a crime to justice, this is known as Arresting the Criminal. In most cases, a hero does not have official sanction from the governments to make arrests. The best the hero can do is bring the perpetrator to justice, along with enough evidence to make a case against the creep. If the villain is released as a result of a court decision, the hero still gets the award for the arrest. The classes of crimes are as listed above.

Rescues: Saving another life is worth 20 Karma points flat. It doesn't matter if the person is Aunt May falling off the Brooklyn Bridge or Doctor Doom falling into the core of his cyclotron. To most heroic characters all life has value, even that of evil characters. A maximum of 100 points may be awarded for any one action involving rescue (Iron Man saves a 747 filled with people from crashing -- he gets 100 points max).

Award for Foes: In addition to all other awards, the hero receives Karma for battling and defeating opponents. Such an opponent is



usually a criminal or villain. This award may be made only if the opponent has an ability or Power of Remarkable or higher (small fry do not count). The award is equal to the highest rank number of the opponent.

- Example 1: The lone hero comes upon a liquor store hold-up. The two thugs are running for the getaway car. The hero drops down on the thugs and knocks them out, to the cheers of the bystanders. She has stopped a robbery (20) and arrested the criminals (10). She gets 30 points for her actions.
- Example 2: The lone hero comes upon a liquor store that has been held up. The owner says the robber wore the outfit of the Scorpion. The hero tracks Scorpion down, discovers proof of the crime, arrests him, and turns him over the authorities. The hero did not stop the crime, but did arrest the criminal ~10), who has a Remarkable + ability (Amazing damage with tail (50)), so the hero receives 60 points.
- Example 3: Three heroes tracking down a rash of thefts (four to a rash; three or less is an itch of thefts)

stumble across a group of three villains plotting to hold the city of San Francisco hostage. The heroes break in and knock out the criminals. They have arrested the criminals of four thefts (20 points), stopped a local conspiracy (30) and arrested the participants (15), and the villains all have high Strengths (Incredible, 40 each). The heroes get 185 points, split three ways for 55 points each.

- Example 4. A rampaging monster with Monstrous (75) Endurance is trying to push over an office building filled with people. A team of five heroes tries to prevent it. Three heroes attack the monster, which they drive off into the East River. The other two heroes help evacuate the building. All heroes would benefit from stopping a crime of destruction (20), and from rescue (100 Karma points). No points are awarded for defeating the monster, as it was just driven off, or for "arresting" the monster as it's still at large. 120 points are spread among five heroes for 24 each, or added in total to their group Karma pool.

Losses for Heroic (or Unheroic)

Acts: Heroes may also lose Karma as a result of their actions. Such losses are always individual in nature, and Karma may not drop below 0. These unheroic actions are summarized on the Karma Table as well, and are detailed below.

Committing crimes: A player character loses twice the listed Karma points for any crime he commits, even if the hero has good reason or there are extenuating circumstances concerning the crime. A hero is sometimes charged with a crime she did not commit. This has no effect on her Karma (as the hero knows she is innocent). This only applies to crimes the hero commits, even if she was under the control of outside forces.

- Example: Puppet Master controls a hero's mind, forcing him to rob Fort Knox. While the hero breaks Puppet Master's hold, returns the money, and convinces the authorities that he is a good guy, the fact remains that he robbed Fort Knox, and loses 20 Karma points as a result.

Note: Holding on to the devices of super-powered villains without the permission of the arresting body is considered to be theft. (Bad guys got rights, too.) Make a Popularity FEAT

to see if the hero may keep the devices after the trial.

Permit crime to occur: There are times when a hero may choose not to interfere with a situation, or be unable to interfere with a criminal activity. This is generally not looked upon favorably in heroic circles, and a Karma loss equal to that of arresting the criminal is ascribed to the hero.

- Example: The hero must rush a vial of anti-toxin across town to save a life (rescue - worth 20 points). En route he spots a cat burglar breaking into a penthouse apartment (theft - 10 for preventing, 5 more for arresting). He decides that a life is more important and gets to the hospital with seconds to spare. He gets 20 points, but loses 5 for not preventing the crime (he can regain those points by tracking down the cat burglar, now long gone).

Defeats: When a hero gets beaten up by a bad guy or guys, he seems ineffective in his job, and this reflects on his Karma. If the defeat occurs in a private area (no other witnesses), the hero loses 20 Karma points. If the defeat occurs with more than three witnesses (in a park, an office, or on national TV), the loss is 40 Karma points.

Property destruction: When titans clash, the insurance rates go through the roof. Super-powered characters getting down to cases can level whole city blocks. Villains generally don't care, but heroes like to avoid excess destruction. For every area that takes damage (broken walls, windows, fallen roofs, damaged pavements, wrecked cars and sewage lines), each hero involved loses 5 points.

- Example: Three heroes fight the rampaging Hulk. In the process a city block of seven areas is leveled. The heroes each lose 35 points (and probably another 40 each for a public defeat, as the Hulk is one tough customer).

Death: Almost all heroes have a code against killing, and this is reflected by the fact that if a hero kills an

opponent, or through his actions allows a person to die, all Karma for the character is reduced to 0. Karma that has been spent for advancement, building things, or influencing die rolls previous to the death is unaffected, but with the death, all current Karma is reduced to 0. New Karma may be earned from this point, but the Karma is lost, even if the character slain is later returned to life. Accidental deaths and deaths resulting from the hero not being in control of his actions do not mitigate this effect.

- Example: Iron Man's armor is controlled by Justin Hammer, and causes him to fire his repulsor ray into the Carnellian ambassador, killing him on national TV. Iron Man's Karma is reduced to 0, despite the bet that it is not his fault.

Noble deaths, mysterious deaths, and self-destruction: These are borderline cases where the circumstances of death are fuzzy to say the least. A noble death is one where the character chooses to sacrifice herself for others (Marvel Girl taking the controls of a crashing space shuttle in order to save Scott Summers and his teammates). A mysterious death is one where no body is found, and is a favorite for villains who appear to be about to die. Self-destruction involves those cases where the death would result no matter what the hero does. For these cases, a set 50 point penalty per hero is ascribed.

- Example of noble death: The Space Shuttle, carrying the X-Men, is plunging to its fiery doom. Marvel Girl volunteers to try to pilot it down, though the cosmic radiation will fry her. She knocks out a protesting Cyclops, and sacrifices her life to save her friends. Her friends lose 50 Karma points only, as this was a noble death. They do not regain that amount when it turns out she really survived the crash.
- Example of mysterious death: The heroes trap the dangerous Apocalypse in a burning warehouse as the

madman rants about his new genetic hierarchy. Suddenly the floor gives way, plunging him into the inferno before the heroes can react. No one could survive the heat, and no body is found in the ashes. The heroes take a 50 point penalty each, though Apocalypse may have survived the fire.

- Example of self-destruction: Iron Man defeats Obadiah Stane, who is wearing the Iron Monger armor. As a final act, Iron Monger turns his repulsors on himself as opposed to admitting defeat to Iron Man. Iron Man's total is reduced by 50 Karma points.

Personal Karma Awards: In addition to heroic actions in their caped and cowed crusader alter egos, most player characters have a home life of some form, as well as non super-powered friends and allies. These friends, allies, and relationships are the source of additional Karma for the hero, known as personal Karma. Personal Karma is awarded to the individual hero (no group awards). Earning personal Karma consists of making commitments and following through on those commitments. A hero who exists in a vacuum, without friends, is cutting himself out of an interesting way of earning Karma.

Personal commitments- The character, either as hero or secret ID, can make a commitment to meet someone at a certain time and place. This may be a personal appearance, making a date with a girlfriend, going shopping with a relative, or making a poker game. For each instance of a hero making commitments and seeing them through, the hero receives 5 Karma points.

Weekly award: In addition to specific commitments, heroes in their everyday lives receive Karma points for making the normal daily commitments. These will vary according to the heroes. Those with employment must live up to the terms of that employment (like showing up for the job, as a long absence fighting in the Skrull Galaxy may result in a

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loss of Karma and a change in Resource status). Heroes with families should be expected to spend some time with those families. (The Richardses have been spending a lot of time fighting menaces and leaving their son Franklin alone -- this is bad Karma.) Heroes with wives or husbands are similarly expected to spend some time together to receive this reward, in domestic situations as opposed to everyday situations. A character who to the Judge's satisfaction has completed his normal tasks as employee/employer/husband/wife/parent may receive this award of up to 10 Karma points.

- Example 1: Spider-Man, in his identity of Peter Parker, not only manages to get freelance photos in on time to make an issue of NOW magazine, but makes a dinner date with Mary Jane and drops in on his Aunt May. At week's end, the character gains 10 Karma for making his normal commitments, as well as an additional 5 for showing up for the date with Mary Jane.
- Example 2: Iron Man, in his identity of Tony Stark, is needed to sign various papers for the continued survival of his company. Iron Man spends the week fighting the Crimson Dynamo in the Sahara Desert, and does not even check in. Iron Man receives no award for the week (and his control of the company may be jeopardized by his failure to pay attention to business), and loses Karma for not showing up.

Karma loss for breaking commitments: One way of gaining personal Karma is to make and show up for commitments. Failure to show up for these commitments results in a Karma loss, as does leaving these commitments early (sorry, you can't just touch base and take off). Failure to show up for a commitment will result in a loss of 10 Karma points, leaving early a loss of 5 Karma points. Karma levels may never drop below 0.

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- Example 1: Reed Richards has scheduled a meeting of the Baxter Building tenants for noon on Friday. On Thursday he is kidnapped by Doctor Doom, and does not escape until Monday. Regardless of the situation, he loses 10 Karma points for failing to show up (and probably has the tenants ticked off as well).
- Example 2: She-Hulk and Wyatt Wingfoot are out on the town when suddenly a news report comes in about a giant plate of succotash eating Yankee Stadium. She-Hulk calls it a night early in order to battle the evil mixed vegetable, but will suffer a 5 Karma point loss for only partially honoring a commitment.

Charities: One easy way of earning personal Karma is through charity work. There are three types of charity that a hero can be involved with: personal appearance, act of charity, and donation.

Personal appearance involves the hero showing up for a function the proceeds of which will be donated to a worthy cause. A charity will request or accept this type of work on a red Popularity FEAT, mainly because such charities are often used as targets at which super-powered foes get even with and humiliate the hero. The hero who makes a charity appearance will receive Karma points equal to his Popularity rank number (maximum of 20). No more than one charity appearance per week per hero or group can be counted in this fashion.

Act of charity: A hero may also use his Powers to benefit the common good, or a worthy cause, in a non-combat or non-emergency situation. Heroes should be rewarded according to the situation and the type of FEAT needed to complete the task. Tasks which are automatic net 10 points, those which would require a green FEAT 20, a yellow FEAT 30, and a red FEAT 40 points.

Donation: In the Original Set, a bonus of 1 Karma point per 100

Resource points donated was set. With the removal of bookkeeping for Resources, this must be modified. In order to make a donation, the player must state what is being donated and make the appropriate Resource FEAT if necessary. The Karma award is equal to the rank number of that FEAT (if no FEAT is required, 10 Karma points are awarded).

- Example 1: Box hauls a Canadian destroyer off the shoals of Newfoundland. This is an act of charity requiring a red FEAT roll, so he receives 40 points for performing it successfully.
- Example 2: Spider-Man uses his webbing to temporarily hold the scaffolding together outside an office building until it is welded. This is an act of charity, but no FEAT is required. 10 points are awarded.
- Example 3: Tony Stark kicks in for a new wing of a medical center, an Incredible rank donation made possible by Stark International. Stark receives 40 points for the donation, and an additional 20 points for showing up as Iron Man at the grand opening.
- Example 4: Spider-Man is gathering money for a program to give toys to small children at Christmas. The organization, wary of his rep, turns down his offer to make public appearances, but Parker still manages to donate a few bucks to the cause (Poor FEAT) and in doing so gains 4 Karma points.

Negative Popularity FEAT rolls: Heroes are supposed to be good guys, but if their Popularity drops below 0 in the range, people may follow their orders out of fear as opposed to loyalty. Each time a player character hero with a negative Popularity score uses that Popularity to influence another character, the hero loses Karma equal to his or her Popularity rank number. For example,

if a hero with -15 Popularity uses that Popularity to scare away a group of panic-stricken passers-by, preventing them from being damaged by a falling wall, he receives Karma for the rescue (100 points max), but loses 15 points of it due to his negative Popularity score.

Gaming Awards: A player may gain Karma for his character through good role-play and running his character in an interesting and intelligent way. There are no negative gaming awards in the Advanced Set, as the assumption is made (at least by the designer) that you guys know what you're doing. Three examples of gaming awards are:

Role-Play Award: At the end of an adventure or gaming session, the Judge may award personal Karma to players who have shown a good knowledge of the character's personality. For characters from the Marvel Universe, this means the role-playing is in line with how the character is presented (Hercules is loud and boisterous; Wolverine, while not continually going into murderous rages, is short-tempered and threatening). For characters created by the players, these awards are given in light of the player's stated motives and previous actions. (Captain Outrageous, "the hero who fears no evil," running from a fight with Terminus may be making an intelligent decision, but still is not acting in character.) The Judge may award up to 10 points in this fashion.

Stump the Judge Award- The characters controlled by the players have super-human Powers, and with the addition of Power Stunts, may be able to use them in new and different ways. In other words, while the Judge may figure the players will get out of a deathtrap in a certain fashion, they may surprise him by coming up with some new and different way. The Judge should make an award of no greater than 15 points to those players who come up with new, imaginative ways of dealing with situations (once done, of course, it's now longer new, so once per stunt).

Humor Award: Let's face it: one of the key reasons for role-playing is the gathering together of diverse people with the intent of swapping bad jokes.

Laughing in the face of danger is a trademark of some heroes, but even Wolverine and Captain America get in a wry chuckle from time to time. The Judge should award 5 points to any player who can come up with a joke, pun, or humorous situation so dastardly that play must cease while everyone takes a deep breath and tries to recover a sense of direction.

Karma Pools

A Karma pool is formed by a group of heroes as a common source of Karma. Each hero may donate as much of his own Karma as he wishes. Any member of the group may then use the Karma in that pool ~ to manipulate die rolls and build things, though Karma in a Karma pool may not be used for advancement (sorry, no "let's chip in and give Albedo Man another rank of Body Armor").

Who may form a pool: Two or more consenting player character heroes may contribute up to their present Karma levels to form a Karma pool. Others may join in the pool, adding Karma as they join. A character may leave the pool, taking back a share equal to that of any other member with him (a Karma pool of two is divided two ways, one of four characters will give the leaving character one-fourth of the total pool).

Temporary pools: Karma pools are generally considered to be formed at the start of an adventure and disbanded at the adventure's end (either end of the mission or end of the gaming session). For randomly gathered , heroes, such as those that appear in Marvel Two-in-One, this is normal.

Permanent pools. Heroes who adventure together over a long period of time (several gaming sessions) may form a permanent Karma pool. This is the basis of the super-powered groups, such as the Avengers, Defenders, or X-Men. Such pools are kept track of by one player, and all members of the pool may draw from that pool, even if other members are not present. Players may set their own restrictions as to how much people may take out of the pool, who may join, and other by-laws, according to the situation.

Adding to the Karma Pool: Any group awards may be added to the Karma pool directly, or split into equal shares for those who belong to the pool. Individual awards are made to the player's character directly. They may contribute to the pool of their own volition ("Ah, guys, the Pool is a little low, shall we all chip in 50 Karma points?").

Karma pool losses. Individual losses are taken from the individual first, then from the Karma pool he belongs to. For example, if Wolverine is publicly defeated for -40 Karma points, but has only 30 points on him, he loses the 30 and the remaining 10 comes out of the X-Men Karma pool he belongs to. A group loss (everyone defeated) may be taken out of the Karma pool as one character, spreading the blame around a little and reducing the individual damage.

If a member of a Karma pool kills a character, or through his actions causes the death of another, both his individual Karma and that of the Karma pool to which he belongs is reduced to 0. (This is why the X-Men kept such an eye on Wolverine all these years.) Noble deaths, mysterious deaths, and self-destruction are handled as for individual characters.

Dissolving and Leaving a Karma Pool: A character may only belong to one Karma pool at a time, and to join another must leave the one he previously belonged to. At that time the hero takes his equal share of the remaining Karma in the original pool. If all members choose to divide up the Karma in a pool, then the Karma pool dissolves. The Karma returns in equal shares to each member of the pool, who may use it as he sees fit (including advancement). A Karma pool cannot be reformed then until after the next gaming session.

(Optional Rule) Locking Karma Pools -- As stated above, heroes may set their own bylaws regarding the spending of Karma. One such law may be the locking of a Karma pool. A lock should be agreed to by all members of the group. Karma placed into the locking Karma pool may not be withdrawn by the members. It may only be used by the individual to

modify die rolls. Such a locking Karma pool may only be dissolved by a unanimous vote of those who belong.

Spending Karma

Karma may be spent from its reserve for a number of purposes: manipulating die rolls, changing results, advancement, building things, and Power Stunts. Karma spent in any of these fashions is lost and may not be recovered. A player may not spend more Karma than his character normally has. Karma may not drop, through spending or loss resulting from actions, below 0 under normal conditions.

Spending Karma to manipulate die rolls: Whenever making a FEAT roll, the player may change the die roll by declaring, before combat begins, that she is spending Karma on the result. At this point, the player is committed to spend at least 10 Karma points (or her remaining reserve, if less than 10). After rolling the dice, a number equal to the amount of Karma spent is added to the result (at least 10 points, or the amount remaining). The player does not have to declare how much Karma is spent on the roll, only that she will be spending Karma.

Certain FEATs may not be manipulated by Karma. Resource FEATs may not be so manipulated, nor may Popularity FEATs. FEATs resulting from being Blindsided or suffering an unexpected attack may not be modified by Karma (if Arcade suddenly pumps your jet full of knock-out gas, you cannot spend Karma, unless you had some previous warning of the attack).

- **Example 1:** A character with Typical Strength must make a red Strength FEAT. He has 30 Karma points listed on his sheet. He announces he spends Karma and rolls the dice. He rolls a 68. He spends the full 30, bringing the roll up to a final result of 98 -- a success. The character has no Karma left.
- **Example 2:** The same as above, with the player rolling a 98. The FEAT succeeds, but the player still takes 10

points off his total, as he declared he was spending Karma. The character has 20 Karma points left.

- **Example 3:** The same as above, with the player rolling a 13. No amount of available Karma will modify the roll to the point where the FEAT succeeds, so the player lets the roll stand. The 10 points for declaring the use of Karma are still subtracted, leaving the character with 20 Karma points.

(Optional Rule) In order to speed play, the Judge may ask for Karma to be spent in increments of 5 points.

Modifying Results in Combat: In most types of combat, the attacking character may choose to reduce the effect of his attack (from a red result to a yellow result). Certain attacks may not be voluntarily reduced in effect: Edged Attack, Shooting, and Energy (those attacks with a possible Kill result). The player may reduce these effects by spending Karma. An expenditure of 50 Karma points may reduce the result by one color (from red to yellow, for example). This expenditure may only be made immediately after the roll generating the effect, and before any other die rolls, such as the Endurance FEAT to see if the character survives.

Power Stunts: Power Stunts are described in full under Power FEATs in Chapter 2. A Power Stunt permits the hero to use his or her Power in a fashion that has hitherto not been used. When a hero wishes to attempt the stunt, he describes the stunt to the Judge. The Judge then states if the stunt is possible, given the character's level of Power, and what FEAT would be required. The player then spends 100 Karma points to try the stunt. Any additional Karma to manipulate the die roll may be spent now, according to the rules laid out above.

- **Example:** A first time player is running the Vision, and wishes to increase his normal density inside an opponent, stunning the opponent without seriously damaging him. This is a

common Power Stunt the Vision uses, so would be a green FEAT roll. The Judge states the character would have to hit his target, and the defender would make an Endurance FEAT against the Intensity of the density control used. The player agrees and spends 100 Karma points. The player then states he is spending Karma to hit, so another 10 points are automatically spent. The hit is successful in any event, and the Vision has spent 110 Karma points on this attack.

Building Things: Karma is also spent in the process of building things, as outlined in Chapter 4. Karma may be used to determine the success of an experiment or invention. In this case and this case only, the player making the roll must determine how much Karma is being spent before rolling the dice (as opposed to the mere declaration of how much is to be spent, with an automatic spending of 10 Karma points). If the player does not declare the amount for this success roll, then 10 points are assumed to be spent.

Advancement: Characters may put Karma aside for advancement. This Karma is put into a separate fund and is considered untouchable by the player for normal use (and is similarly unaffected by negative Karma modifiers). Any Karma put aside is placed there with a specific purpose, and may only be spent for that purpose. Karma is placed in Advancement funds usually at the end of adventures or gaming sessions, but never in the middle of combat or during an adventure (in other words, "quiet time:" as opposed to the heat of the chase). Advancement is described in full in the next section.

Advancement

As characters develop in the MARVEL SUPER HEROES RPG, they may increase in levels, Powers, and abilities. This is known as advancement.

In order to advance, individual players must create a separate listing or fund of Karma. Karma placed in that column will be used for a specific type of Advancement: Ability Advancement, Resource Advancement, Popularity Advancement, Power Advancement, Power Addition, Talent Addition, or Contact Addition.

- Ability Advancement is the increase of any of the seven primary abilities (FASERIP).
- Resource Advancement is the increase of the Resource ability, and reflects that the character is spending time and energy increasing his wealth.
- Popularity Advancement is an attempt to increase the character's Popularity rank, via the old PR campaign. Given the fluid nature of Popularity, this is used in cases where the hero has suffered from a smear campaign or other negative Popularity modifiers.
- Power Advancement is the increase in superhuman abilities the character already possesses, and reflects a fine honing of those abilities.
- Power Addition is the gaining of new Powers, either through experimentation, latent abilities coming to the fore, or further modification of the character.
- Talent Addition is the gaining of a new Talent from those listed on the Talent Table, or the development of a new Talent.
- Contact Addition is the gaining of additional

Contacts, and reflects a previously unrevealed or newly gained Contact. As campaign play itself often creates new Contacts, this advancement pool is not often used.

Karma put aside must be put them for one of the seven purposes above. A character may not have an Advancement fund set up for more than one of the seven purposes, but, after making a purchase in one area, may move the remaining Karma to another area.

Ability Advancement: Raising an ability by one rank number costs 1D times the current rank number of that ability. Raising an ability to the next highest rank (from Excellent(25) to Remarkable(26), for example) is called Cresting. When cresting into the next rank, an additional 400 Karma points are spent.

- Example: Potato Salad Man has been putting Karma aside for ability advancement. He has a Reason of Good (14). It will cost him 140 Karma points to advance to Good(15). It will cost him 150 points plus 4M) more for Cresting to reach the next rank number (550 total) of Excellent (16).

Rationales: A character may raise any ability to Excellent without having to explain himself. Raising an ability beyond Excellent, or more than one rank above the original, may take some explaining by the player. What the Judge is looking for is a reason why the character is getting stronger, brighter, quicker. etc.

- Example: She-Hulk, when she first appeared, could lift about 50 tons. putting her in the Amazing Strength category. A couple years later, she's working out on the Thing's weight machines, pressing 75 tons, putting her in the Monstrous category. The Rationale for her increase is merely that she has been working ; out. Should her Strength continue to increase, to Unearthly this change may

be due to further mutations from the gamma rays, or additional exposure. or sating her cheery oats.

Resource Advancement reflects an increase in Resource rank. The individual numbers of a Resource do not reflect any change, but only when the character advances to the next rank is that change apparent. Cost is 10 times the rank number, plus 200 points for Cresting.

Popularity Advancement reflects a concentrated effort to increase the character's Popularity score, and is reflected both by the addition of Karma as well as in specific acts the character must perform. Raising Popularity by one rank number costs 10 times the current rank number. There is no Cresting cost to raise from one Popularity rank to the next. In addition, the character must have performed one publicized act of charity in the past three weeks. (Such acts may increase Popularity in and of themselves -- this merely provides another avenue for Karma-rich but press-poor characters.)

Power Advancement: Abilities under the character's Powers may be increased through expenditure of Karma. Cost is 20 times the rank number gained, and the cost for cresting is 500 additional points. Any additional increase of rank beyond the first should require a rationale similar to that of the Ability advancement.

- Example: Coldboy has Cold Resistance of Amazing(60). It costs him 60 times 20, or 1200 Karma points to raise it to Amazing(61), and an additional 61 times 20 (1220) plus 500 (for 1720) to gain Monstrous(63) resistance. Note that this method requires spending large amounts of Karma to advance at high levels. This is intentional, as a world filled with Thors may be a bit tedious.

Power Addition: Heroes may increase their Powers by spending Karma. The cost of an additional Power is 3000 plus 40 times the starting rank number. New Powers

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(as opposed to Power Stunts, which are relatively cheap) must have a rationale of some type. *Exception:* Robotic characters may be modified at a cost of 3000 plus 10 times the starting rank number, provided that someone is capable of modifying their form. The procedure is the same as for reactivating robots. A third party must have sufficient Reason to include a Power of that rank. H.U.B.E.R.T. may be modified, but characters would have a great deal of difficulty with the synthezoid known as the Vision.

Talent Addition: Heroes may add to the Talents they have by spending Karma into the advancement pool and seeking training. Additional Talents must always have a rationale. If your character wants to learn Martial Arts D, she must find someone to teach her. Characters may learn from other player characters at a cost of 2000 points, or from NPCs at a cost of 1000 points per Talent. (This is to get them out the house.)

Contact Addition. Heroes may add to the Contacts they have by spending into this advancement pool and seeking out the Contacts. Such Contacts should fall into two categories: contacts the hero has met or dealt with, and contacts that existed in the time previous to the start of play. (Thor, for example, had several adventures before his connections with Asgard were revealed -- in game terms, the player of Thor saved up his Karma and picked up the Contact.) If the Contact is one the character has encountered, that Contact should be Friendly or



Neutral (not Unfriendly or Hostile). Contacts cost 500 points plus 10 times the Resource rank number of the Contact. A partial list of Contacts for the Marvel Universe are listed in the MSH Encyclopedia.

Popularity and Contacts

Popularity, like Karma, is a variable ability, and may be increased or decreased according to the situation. Popularity is a measure of the hero's reputation and public Image, whereas Karma is the hero's success within the cosmic scheme of things, in general. Popularity depends on what your hero does in public, and how the press reacts to him. Popularity is awarded on a day-to-day basis, as it takes time for information to move through the media.

As a hero performs actions for the public good, and those actions are reported to the public at large, the hero's Popularity Increases. If the hero is accused of evil acts, or failing to protect the populace, his Popularity may drop. Popularity may reach a negative value, unlike Karma.

All of the above are for public acts. Defeating Doctor Doom and preventing him from blowing up the world is good Karma, but unless someone reports it to the world, it won't result in any additional Popularity. Certain actions will be withheld from the public as they would have a disastrous effect on the general population.

Defeat normal villains: Normal villains are defined as goons, thugs, young toughs, and henchmen. Heroes are assumed to be above the normal range of human capabilities, so defeating normal villains, as well as those with no ability or Power that exceeds Excellent, grants no additional Popularity.

Defeat costumed villain: Battling and defeating another costumed character, particularly one with negative Popularity, is considered good for the image. Two points of Popularity are added.

Defeated in public: When you're a winner, everyone loves you; when you lose, you're a bum. A hero who is defeated in public loses 5 points of Popularity. Being accused, found guilty, and cleared of crimes: The reporting of an accusation of criminal behavior by an organized and respected agency of government (including the FBI and police force, but not including other national governments or newspapers) will result in the loss of half the hero's Popularity. If the charge is cleared (hero is not guilty), then the hero regains 10 points of Popularity (which may exceed his earlier total). If the charge is round true (the hero may still be innocent, in the case of a frame), all remaining Popularity is reduced to 0.

Media attack: A media attack is an event that the players have little control over, and is a Judge-generated event. In a media attack, a publishing entity (newspaper, magazine, or TV channel) makes the hero look dangerous, foolish, or ineffective. Capturing a costumed crook in such a way that results in a media attack gives a result of + 2-5, or - 3 total.

Acts of charity: A publicly reported act of charity is defined as in the Karma section, and results in one point added to the Popularity score.

Self-promotion: Endeavors of the hero to promote her own image are known as a PR -5 campaign, and are reflected by the coupling +1 of good deeds and spending of Karma +2 under the Advancement section. Acts of charity tied into Self-promotion and Popularity advancement have no effect on Popularity other than to fulfill the requirement for advancement.

Mutant Penalty: Any award or penalty of Popularity is reduced by one in value for characters who are recognized or declared mutants (do not really have to be mutants). This applies even to longtime Avengers, like The Scarlet Witch. In other words, mutants do not gain any Popularity from charitable acts, only one point for catching criminals, and lose only four points for being publicly defeated.

Popularity and Secret IDs: A character normally begins play with a single Popularity rank number -- this reflects his Popularity both as a hero and a person. If the players wish, they may keep separate account of their gained Popularity to reflect the difference between the two. This option is only available to those characters with secret IDs.

Any Popularity award or penalty is ascribed to the persona that performed it. If the heroic ID rescued a child from a burning building, the heroic ID would benefit from the raise in Popularity, while the non-heroic ID would not. Similarly, if the hero was accused of a crime in his secret ID, only the secret ID's Popularity would suffer.

If a hero with a secret ID has that ID revealed to the world (it is no longer secret), then the Popularity becomes that of the lower of the two values. (Revealed to the world means it is common knowledge. The fact that Bethany Cabe knows who Iron Man is is very different from the Daily Bugle knowing that the Hulk is Bruce Banner)

Heroes with Negative Popularity: A hero who has been arrested, defeated, and/or subjected to a smear campaign may find himself in the negative Popularity category. In this case, all contacts are considered automatically Neutral as opposed to Friendly, and any use of Popularity FEATs results in a loss of Karma.

Gaining and Losing Contacts: Contacts are generally gained through the expenditure of Karma. In some cases, joining a group or gaining official government sanction will grant certain automatic Contacts. These are separate exceptions that

are dealt with by the Judge and given to the players as specific opportunities.

Contacts may be lost through the hero performing actions that are not in the Contact's best interest. This indiscretion must be known to be effective. For example, hiding a criminal wanted by the FBI may endanger the character's contact with the FBI. In such situations, the Judge will make a Popularity FEAT for the character, modified by circumstance.

If the FEAT fails, the hero will lose that Contact (the organization becomes Neutral or, if the crime was severe, Unfriendly or Hostile). Regaining the good graces of a lost Contact will cost half the cost of buying that Contact, and reflects that certain members of the organization may think the hero is OK, or that the organization was wrong.

Resources

Resources may be increased through the spending of Karma, and under specific circumstances laid down by the Judge. Resources may be similarly deducted by the Judge in campaign situations.



Popularity Awards and Penalties

Action	Award/Penalty
Defeat normal villains	+0
Defeat costumed villain	+2 Pop
Defeated in public	-5 Pop
Accused of crime	-1/2 total
Cleared of charges	+10
Found guilty of charge	-remaining
Media attack	-5
Charity work	+1
Rescues	+2

Hardware

This chapter deals with specialized sections such as available hardware, building and modifying items, and vehicles.

Equipment

A number of items of equipment that don't fit into the category of weapons or vehicles are listed in Volume 2 of the MSH Encyclopedia.

Weapons

Most but not all heroes have "natural," inborn Powers, or weapons that exist as a part of their outfit. However, as most of the hero's opponents are armed with devices such as those found below, a more-than-passing knowledge of the common types of weapons and what they can do will aid the hero's survival.

The MSH Encyclopedia lists all the common, readily available weapons and related material used by criminals, subversive societies, law enforcement agencies, and the military. Specialized weapons may be created by invention or modification.

Shooting Weapons

Shooting Weapons is the general term for all forms of handguns, rifles, bows, blasters, and missile or energy firing weapons, and range from handguns to battleship armament.

- **Price** indicates the Resource rank of the weapons, from Poor to Unearthly. This Resource rank reflects the price if the item is available at all (lasers cannot be picked up at the local pawnshop). Items that are gained through criminal contacts (on the black market) are + 1CS in cost (a Concussion Pistol, acquired through the black market, has an Amazing Resource rank rather than the listed value of Incredible).

- **Range** is the maximum range of the weapon in question. For each area beyond the first, the weapon receives a -1CS to hit. This is different from ranged Powers, in which Range is set as effective number of areas. Example: a Thug with a rifle fires at a target five areas away with Excellent ability. The thug receives a -4CS to hit as a result of the range. If the thug were striking with a Power (including such specialty items as a repulsor blast), then there would be no penalty to hit from range.
- **Damage** lists the reduction of Health using standard damage. Stun weapons have special effects for damage, as they project a listed Intensity of Stunning force.
- **Type** indicates the Results column used. Most of these weapons use the Shooting column, but lasers use the Energy column and Concussion weapons use the Force column.
- **Rate** is the number of shots that may be fired per round. Multiple shots require separate die rolls, but are taken at the same time in the combat phase. Certain weapons fire bursts, which affect up to three adjacent targets, with one roll made for all targets. Some weapons are noted to scatter, which indicates all targets within one area of the target will be hit for that damage.
- **Shot** indicates the number of shots the weapon can fire before it must be reloaded. That takes one round, though certain talents, such

as Sow skill, may negate this.

- **Material** indicates the material strength of the item. Scientific weaponry such as lasers tends to be more fragile and more expensive than the low-tech equivalents, and as such is not used by the man on the street.

Melee Weapons

The common melee weapons listed on the table on page 45 are listed according to Cost rank, normal (minimum) damage, type of damage (Edged Attack (EA), Edged Throwing, Blunt Attack (BA), Blunt Throwing, Grappling (Gp) or Grabbing (Gb)), and normal material strength.

When attacking with an object in a Blunt Attack, the hero inflicts damage equal to his Strength or the material strength of the item, whichever is less. When attacking with a weapon designed for combat, the character will always inflict damage of the effects type listed and always a minimum of the damage listed (a knife will always inflict at least 10 points). A powerful character may inflict up to his Strength or the material strength of the object in damage, whichever is less. Example: Wonder Man with his bare hands can inflict up to 100 points of damage in slugfest. With a normal knife he can inflict a minimum of 10 points Edged Attack, and a maximum of 20 points (Excellent material) damage. That is why Wondy doesn't carry a knife.

Note: If a weapon hits a material of higher material strength (knife against the Hulk's skin), there is a chance of it breaking as if purposely attempting to break the weapon. Make a Breaking FEAT roll, comparing the material strength of the object and either the Strength of the wielder or the material strength or Body Armor of the target. Example: Black Knight attacks Hulk with a regular sword (his Ebony Blade is being polished).

Sword is Excellent material, Hulk's Body Armor is Monstrous, and Black Knight's Strength is Good. The attack inflicts no damage, and a second check is made, Good Strength breaking an Excellent material sword, to see if the blade breaks.

Missiles

Missiles are expensive propositions. In addition to a missile launcher, the user must purchase the missile itself, the specific payload to be used, and the control system. This restricts missiles to those who can afford or invent them.

A missile without a control device will fly in a straight line to its target's location at the time of the firing, and hit those in that area on the Shift 0 column (individuals who are not choosy about their targets often do this while loading up on the explosives). Aircraft Bombs (like the type in old 8-52 movies) are missiles without control devices (the "launcher" is in the plane itself -they are "launched" straight down).

Vehicles

Not all characters have their own garage filled with neat vehicles, but most come into contact with this necessary type of equipment in some way (as weapons if nothing else). Vehicles are defined by six statistics: Type, Cost, Control, Speed, Body, and Protection.

A selection of vehicles are available in the MSH Encyclopedia.

The **Type** of a vehicle is a handy definition of the general purpose. A Blimp, the Concorde, and the Avengers Quinjet are all basically airborne craft, and so are classified as "air" types. Vehicles of the same Type are normally bound by the same general rules regarding control and damage.

- **Road** vehicles are those designed primarily to be driven on relatively flat surfaces (like roads), and include most vehicles found in modern cities. Road vehicles suffer penalties for Control and Speed when off-road (like cutting through the park in your luxury lime).
- **Off-Road** vehicles are land vehicles designed to handle broken ground better than road vehicles. Some recreational vehicles and military equipment fall under this category.
- **Railed** vehicles follow a predetermined path or track; the most common example is Trains. A Railed vehicle that runs off the track has disastrous effects.
- **GEV** means Ground Effect Vehicle, which is basically the hovercraft. GEVs exhibit properties of both Air and Off-Road Vehicles, and as such deserve their own entry
- **Air** vehicles travel mainly through the friendly skies, and include all forms of aircraft from gliders to the Concorde.

- **Space** vehicles are those which are capable of sustained space travel in orbit or between planets.
- **Water** vehicles are boats of every description, from sailboats to carriers. Their main limitation is the danger of sinking. Submersible vehicles are those designed to travel underwater, and are represented by the submarine. Subs are similar to water vehicles in the danger of sinking.

The **Cost** of a vehicle is represented in the Cost column. It is often possible to buy a used (and therefore unreliable) version for one less than listed (a used sedan costs Excellent rather than Remarkable, and small countries can get their own used battleships for Monstrous cost).

The other four "Statistics" of a vehicle determine how well the vehicle performs under most situations. The **Control** stat is a measure of how well the vehicle responds to moving in different directions and making sudden stops. **Speed** is a note of the maximum safe speed of the vehicle. **Body** is the amount of damage the vehicle can sustain before a chance exists of system failure (the vehicle breaks down). Protection is a new attribute for vehicles, and represents the amount of equivalent Body Armor the vehicle provides for those within.

Driving Lesson (Using Vehicles)

The Control attribute of a vehicle represents how well the vehicle handles, makes turns, and generally performs. In certain situations, an operator of the vehicle must make a Control FEAT to perform a certain action. This FEAT refers to the character's Agility, or the vehicle's Control, whichever is less. Situations where such FEATs are required are determined by type:

- Road Vehicles make Control FEATs for sudden stopping, traveling off-road, turns of 90 degrees or more, or any sudden action at higher than listed Speed.

- Off-Road Vehicles have the limitations of road vehicles except for traveling off-road.
- Railed Vehicles check for sudden stops, only.
- GEVs check Control as Off-Road and Air vehicles.
- Air Vehicles check Control for sudden turns (including dodging), turns of up to 45 degrees (one-eighth of a circle), and Take-off and landing in non-normal situations (landing on an airfield does not require a Control FEAT. Landing on a fog-enshrouded runway or with two engines dead does).
- Space Vehicles check Control for take-off, landing, and sudden movements.
- Water Vehicles and Subs check Control only for sudden changes in course.

Failure to make a Control FEAT is described in **Out of Control**. **Example:** The Wasp, with her Agility of Excellent, is flying the Quinjet, with a Control of Remarkable. Coming out of a fog bank and seeing the Empire State Building looming straight ahead, Wasp must make a sudden change of direction. She makes a FEAT roll using her Agility as opposed to the vehicle's Control, because her Agility is the lesser of the two values. Were Captain America at the controls, with his Incredible Agility, he would have to make a FEAT roll against the Quinjet's Control, which is the lesser of the two. The FEAT roll would be green in most normal cases, but if there were other circumstances (say, the ship was damaged), it might be a yellow or red FEAT to avoid smashing into the Empire State Building.

Speed indicates the maximum safe speed for the vehicle in question. Similar to flying movement, all vehicles must obey certain rules of acceleration and deceleration. Vehicles accelerate in 2 areas/round stages, as if they were characters of Excellent Endurance. Their current Speed rank is considered to be that

equal to the areas moved or the next highest on the long-distance movement table. All vehicles use the Land/Water column, save for GEV, Space, and Air types, which use the Air column.

Example: A hero with Amazing Endurance and no other movement-related powers is chasing a Jeep. Both are moving from a standing start. In the first round, the hero moves 3 areas, determined by his Endurance. The Jeep moves 2 areas in the first turn, and accelerates to 4 areas in the second turn (Good speed). The Jeep then moves 4 areas per turn each turn afterwards. Machines, of course, unlike heroes, never get tired.

Note on Air vehicles: Most aircraft must have a section of open space (a runway) to attain the speeds necessary to achieve flight. Air vehicles must be moving at a ground speed of equal rank to their listed air speed before they can take off. A Commercial jet must make Monstrous ground speed 19 areas/round) before it can take off. During this time the Air vehicle is considered a Ground vehicle for purposes of control. (Sub-note: Vehicles that launch from very short runways, such as aircraft carriers and the top of the Avengers' mansion, use catapults that fling the craft at the necessary speeds over the water (or over Central Park, as the case may be).)

Normal **Deceleration** is similar. A vehicle may drop its speed by two ranks each round until Shift 0 is reached (a mini-car moving at Good speed 14 areas/round) slows to Poor (2 areas/round), then to a full stop). A vehicle may drop its speed by 3 ranks in a round by making a Sudden Stop (with the attendant Control FEAT).

Example: A vehicle moving at Good speed moves 4 areas in a round. In the next round it may slow normally to 2 areas/round, and come to a complete stop in the third round. The vehicle can slow to one area/round in the second round by making a sudden stop. If the stop still brings it into conflict with a solid object (Crash), it will be moving at Feeble speed

Note for Air vehicles: An Air vehicle has to be moving at the ground equivalent of its air rank speed (a plane with a speed of Shift X must be moving at 12 areas/round to make a safe landing (making a landing at higher than that speed requires a Control FEAT)).

Air Vehicle Ascent and Descent: Air vehicles may climb and descend as do flying characters. The only exception is that if the "floors" climbed or descended are greater than the forward areas moved by the plane, a Control FEAT is required to maintain control of the plane. Failure in either case indicates the aircraft is going into a fall until control is regained (for downward movement, speed is considered to be speed of the aircraft).

Example: A military Jet is standing on its tail, climbing 50 floors in a single turn without any "forward" movement. A Control FEAT is required for the pilot to maintain control, or else the ship goes into a falling spin starting at the end of that round (let's hear it for the right stuff).

Speeding: A character may exceed the listed safe speed, at the danger of losing control of the vehicle. The speed may be exceeded by one rank, with the following limitations:

- All actions with the vehicle, including all turns, climbs, and descents, require a Control FEAT.
- Any FEATs required are at one color higher for success: a required green FEAT now requires a yellow FEAT, a yellow requires red, but a red remains red to succeed.

Turns: All vehicles may make turns of up to 90 degrees in a fashion similar to flying characters: that is, the turn itself counts as one area for movement to reflect the necessary slowing to make the turn. Turns of more than 90 degrees are considered Vehicle Stunts.

Vehicle Stunts: In these rules, we have tried to make general statements regarding the various types, but by no means do they take into account the various actions that any viewer of action-TV shows knows they may take. Examples include the

"Boot-leg" turn for the hero's sports car, and the Immelman turn (loop-the-loop for you groundlings). For this reason Vehicle Stunts are included as an open-ended option. A Vehicle Stunt is proposed by the player whose character is proposing the stunt, and the Judge determines if a) the stunt is possible with the vehicle in question. b) the player is capable of pulling the stunt off. In the first case, common sense is required. A Sports car is more amenable to flips and Boot-legs (intentionally losing control of the car, spinning 180 degrees, and heading back in the direction you came from), while the mini-car is severely less so. Whether a 747 can survive a barrel roll is a matter of debate, since no one has tried it (nor does the author wish to try, even in the spirit of investigation).

A character with an applicable Talent or background, or using a Power to aid the work, should need a green or yellow chance to pull off a FEAT. A relative novice would require a red FEAT to succeed. No Karma needs to be spent to attempt a Vehicle Stunt, though should the FEAT fail, the craft is automatically out of control. Body is the protection of the vehicle itself. Damage inflicted on the vehicle must pass through the Body to inflict damage.

The Protection statistic is a new one to those familiar with the Original MARVEL SUPER HEROES game. It reflects the amount of protection the vehicle provides to the rider or riders. This is the equivalent of Body Armor for all those within the vehicle, if they are the subject of attack (as opposed to an attack on the vehicle itself). The passengers of certain vehicles cannot be attacked without the attacker getting past the body.

Out of Control

If a character fails the Control or Agility FEAT required to maintain control, the craft is considered out of control. Karma may not be spent to regain control of an out-of-control craft. Out-of-control vehicles behave differently according to Type. Road, Off-Road, Railed, and GEV craft which go out of control continue to move forward at the speed they

were traveling before (though they may spin or wobble according to their type and situation). The character may try to regain control in the next round. If control is not regained, speed is reduced by one rank (most vehicles of these types require active participation by the driver to move them forward -- like the driver's foot on the gas pedal) and another FEAT is made. If that should fail. Speed is reduced another rank and another attempt may be made the next round to regain control. This continues until the vehicle comes to a complete stop, the driving character regains control, or the vehicle hits something.

Water and Sub types move forward in a straight line without reducing speed. until control is regained, or the vehicle hits something. Air vehicles on the ground (taking off and landing) are treated as Road vehicles. Those that lose control in the air continue to move in a straight line without reducing speed, and begin to lose altitude as if falling (3 floors (45 feet) in the first round. 6 floors (90 feet) the second, 10 floors (150 feet) the third, and 20 floors (300 feet) every round thereafter). The "driving" character may try to regain control, but any such FEATs are yellow FEATs at least. The out-of-control status continues until the character regains control or the vehicle hits something.

Crashes

A Crash is a situation where a vehicle hits another object. usually at high speed. A crash often but not always results in the vehicle coming to a sudden and often damaging stop. When a crash occurs. compare the material strength of the object and the Body of the vehicle. Make a Strength FEAT roll to determine if the object is damaged as if the vehicle had a "strength" equal to its Speed or Body, whichever is lower. If the vehicle "makes" this FEAT roll. the vehicle continues on its path, its Speed reduced by the rank of the material.

Example: A sedan (Good Body) moving at Excellent Speed hits a concrete pillar (Excellent material). Making a FEAT roll of Good versus Excellent material. a red result will break the pillar, reducing the sedan's speed to 0. Making a white, yellow. or

green FEAT means the post does not break, but the car does. Its speed is reduced to 0 and passengers may take damage.

Example: The Quinjet (Excellent material) moving at Monstrous Speed slams into the Empire State Building (concrete - Excellent material). The Quinjet makes a "strength" FEAT roll to break through the wall, needing a yellow FEAT to succeed. Should the Quinjet make the FEAT roll, its speed is reduced by 5 ranks (from Monstrous to Typical). Passing through the building at a reduced Typical Speed, the Quinjet hits a Typical Strength interior wall. Another FEAT roll is made, with a yellow or red result indicating the wall has been broken down and the ship's speed has been reduced to 0. (Don't laugh. a bomber hit that famous structure, with similar results).

If the vehicle "fails" that FEAT roll, the vehicle comes to a complete stop, with resultant damage to the occupants. Damage is figured as follows: Take the material strength of the object struck or the Speed of the vehicle, whichever is higher. This is the base amount of damage of the crash. Reduce the amount of damage by the Protection of the vehicle. This is the amount of damage each passenger takes in the crash.

Roll an "attack" on the material strength or Speed (whichever is higher) to determine damage. A white result indicates no damage. If the characters were safely strapped down (wearing seat belts, helmets, crash webbing, etc.) this is a Blunt Weapon attack. If not, this is an Edged Attack. Again, no Karma may be added this roll, though characters may add Karma to negate the effects of Stun, Slam, and Kill results. Example: Let us say the sedan ramming the concrete post fails the roll to break through. The Speed was Excellent, as was the material strength, so the base damage is 20 points. The protection of a sedan is Poor, which reduces damage to (20-4=) 16 points base. The sedan has two passengers, one of whom is buckled up. Two attacks are made, one on each passenger: a Blunt Attack on the secured passenger, an Edged Attack on the unbelted passenger. (Safety lesson here, kids.)

Example: "Crash positions, everyone!" shouts the Wasp at Black Knight and the Thing, as the Quinjet slams into the building. Damage is Monstrous (75), reduced by Excellent (20) to 55 points. Blunt attacks are made against all three passengers. Black Knight's armor absorbs another 10 points of the damage, so he takes 45 points, and since he (rolls) gets a red result, is Slammed (forward) into the building one area, into a wall (not his day). Thing has Incredible(40) Body Armor, reducing his damage to 15 points, and with a yellow result, there is a possible Stun (makes the Endurance FEAT). Wasp would take the full 55 points of damage, reducing Health to 0. However, the attack on her gets a white result, so her crash webbing holds and leaves her unharmed. (Dane Whitman may have a few choice words about women drivers when he comes to.)

Damage to the Vehicle (or driving away from the crash)

When a vehicle undergoes a crash, or takes damage as a result of being hit by an attack, there is a chance that the vehicle will be less maneuverable than it was before, and may go out of control. For an aircraft, this may represent something from a hole in the wing to losing part of the fuselage, while for a road vehicle it may be a flat tire, shattered windshield, or a bullet in the engine block or gas tank. The physical details of the crash are left to the Judge, given the situation and vehicle in question.

When a vehicle suffers damage, check the table below, as to whether the vehicle suffers any long-term effects. Compare whether the damage inflicted is greater, equal to, or less than the Body of the vehicle. Make a FEAT roll against the Body of the vehicle that has taken damage.

Damage Greater than Body

- Red -- Body -1CS, damage
- Yellow -- Speed -1CS, Control FEAT
- Green -- Control -1CS, Control FEAT

- White -- All -1CS, Out of Control

Damage Equal to Body

- Red -- No damage to vehicle, passengers
- Yellow -- Body -1CS, damage to passengers
- Green -- Speed -1CS, Control FEAT
- White -- Control - 1CS, Control FEAT

Damage Less than Body

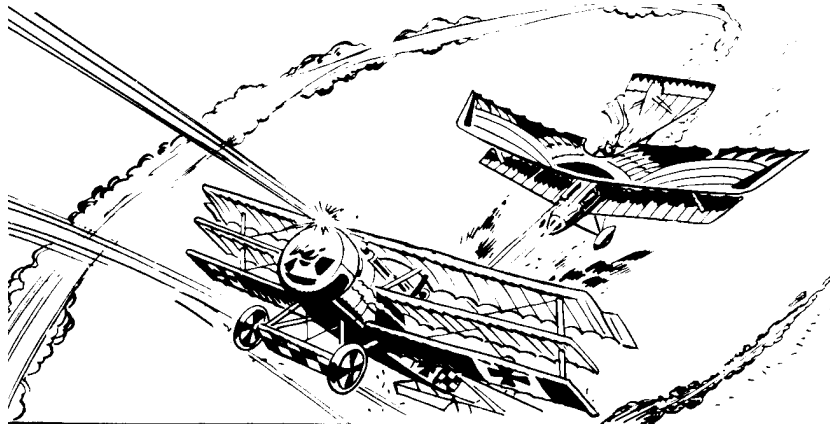
- Red, Yellow -- No damage
- Green -- Body -1CS, Control FEAT
- White --Control -1CS, damage to passengers, Control FEAT

What the results mean: A -1 Body, Control, or Speed indicates that that stat is reduced by one rank until repaired. A Control FEAT result indicates that a Control FEAT must be made or the craft goes out of control. An Out of Control result indicates the craft is automatically out of control. Damage to passengers indicates damage inflicted to passengers from the attack as in a crash. (This is for attack only. Damage in a Crash to passengers has already been discussed.) If Control is reduced below Feeble, the vehicle is out of control. If Speed is reduced below Feeble, the vehicle stops moving (a way of stopping bank robbers, but results in a crash if used on a plane). If Body is reduced to 0, the passengers receive no protection. If Sea or Sub type, it will begin to sink. If Air type, any action will require a Control FEAT.

Vehicles in Combat

Vehicles may be used in combat, and may be shot at, attacked, and used to attack in a number of ways.

When shooting at a vehicle, the attacker must decide whether to shoot at the vehicle itself or at the passengers. Shooting at the vehicle may stop the vehicle, while it may be easier to stop the driver. Any passenger shot at would require a



Bullseye shot to hit, and would in addition have equivalent Body Armor to the Protection of the vehicle (unless the hero negates this -- converting a sedan to a convertible by ripping open the roof).

Vehicles can be used as a Charging attack, with the attack rank being either the Body or Speed rank of the vehicle, whichever is lower. This would be considered a crash situation, and while the attacker would have a +1CS advantage (the target is not fixed), there are cases where the vehicle would not survive the encounter but the target would.

Space Vehicles

Space Vehicles differ to those used on ground, sea, and air in many respects. Primarily, they have a lot more statistics.

Space Vehicles are described by the following stats:

Control: An indication of how easily the craft may be maneuvered.

Speed: How fast the vessel may move using its normal thrusters. The majority of spacecraft may only participate in combat at this speed.

Body: The strength of the vehicle's hull.

Protection: The amount of protection provided to those inside the ship.

Jump Speed: This new statistic indicates how fast the vehicle may move through hyperspace, and covers all types of interstellar drive types (Warp, hyperspace, lightspeed, or whatever the culture in question have devised for interstellar travel)

Shields: Most space vehicles devised for FTL travel have to have some form of energy shielding to prevent damage from micrometeorites. Ships designed for combat usually have an enhanced form of shielding for protection from energy weapons.

Compartments: Large space vessels are divided into multiple pressurised compartments. (note that a single room is not a compartment unless it can be sealed airtight and has a connection to the ventilation system)

Movement

Space vehicles are usually moved on a hex grid (included in the accessory pack) representing an area of space. The movement table on page 1 gives a list of speeds and number of hexes moved per round.

Occasionally, a space vehicle may enter the atmosphere of a planet. If so, it may use its speed rating as air speed. Those vessels capable of atmospheric flight are marked as being so. In addition, shields of at least EX strength (or a heat-resistant coating) are required to enter or leave

an earth-standard atmosphere. Denser atmospheres require a higher shield (or heat-resistant) rating, while a less-dense atmosphere is easier to enter. Note that a space vehicle may be capable of atmospheric flight while not being able to stand up to re-entry. These vessels must find an alternative means of entering the atmosphere (e.g. travelling inside a larger craft)

A vessel may rotate its heading by a single hex-side once per turn. To turn faster requires a green control FEAT for each additional hex side.

Combat

Space vehicles participate in combat in the same way as normal vehicles.

However, they (usually) have the added advantage of shielding. When hit by energy or physical damage a space vehicle may make a FEAT roll on its shield's power rank to avoid being damaged.

If the damage is less than the rating of the shields, a green FEAT is required. If more, a red FEAT, and if equal a yellow FEAT is needed.

Damage penetrating the shields is calculated in exactly the same way as normal vehicles, except that the following alternate table is used:

Damage Greater than Body

- Red -- Body -1CS, roll on space vessel damage table
- Yellow -- Speed -1CS,

Space Vessel Damage Table

d100 roll	Effect
01-20	Shield generators down. A Reason FEAT can be made to fix them (takes d10 turns) from anyone in shield control. (Note: some ships may contain more than one shield generator, in which case only the strongest one still active is knocked out)
21-30	Damage to passengers. If vessel has more than one compartment, pick one at random to take the damage.
31-40	Jump drive offline. Reason FEAT to fix (takes d10 rounds) from engine room (smaller vessels may require EVA to fix the engines from outside)
41-60	Controls are offline. Vessel continues to move and rotate exactly as it did this turn for the next d10 turns (or until a Reason FEAT is made to fix them from the bridge)
61-80	A random weapon is offline. A Reason FEAT must be made to fix it (where it must be made from depends on the weapon's location. Weapons mounted on exterior mounts require someone to go EVA)
81-90	Thrusters offline. Reason FEAT to fix (takes d10 rounds) from engine room (smaller vessels may require EVA to fix the engines from outside). Until then the ship may not turn or move.
91-00	Hull Breach in one compartment. Anyone inside must make an agility FEAT (or use the rank of any movement-based power they can use inside the ship) to escape to another compartment in time. Otherwise, they are exposed to vacuum. If plans are available, they may only escape to an adjacent compartment.

Control FEAT

- Green -- Control -1CS, Control FEAT
- White -- All -1CS, Out of Control

Damage Equal to Body

- Red -- No damage to vehicle, passengers
- Yellow -- Body -1CS, roll on space vessel damage table.
- Green -- Speed -1CS, Control FEAT
- White -- Control - 1CS, Control FEAT

Damage Less than Body

- Red, Yellow -- No damage
- Green -- Body -1CS, Control FEAT
- White --Control -1CS, roll on space vessel damage table

This skill also allows the character to add a jump drive to an existing starship.

Starship Weaponry Control

This talent allows a character to operate a ship's weapons or shields.

Characters that do not have the relevant skill must first make a Reason FEAT to understand the system (see **Unknown Technology** in the next section) and then do so at -1CS. This roll is done by the Judge, who then makes a second roll if they fail to see if they actually know they failed. If they don't.... well, the consequences don't even bear considering.

How do I fly this thing?

There are a number of talents that are required in order to operate a space vessel. These are listed in more detail in the MSH Encyclopedia, but a summary is given here.

Starship Helm Control

Allows a character to fly a space vessel. No bonuses are provided unless the character specialises in a particular class of vessel (in which case they get +1CS to all control FEATs)

Starship Engineering

Characters with this skill can attempt repairs on anything except the Jump Drive. Again, no bonuses are given unless they specialise in a particular technology (Shi'Ar, Earth, Skrull).

This skill also allows the character to build non-jump-capable vessels.

Jump Drive Engineering

This allows repairs to the jump drive. This talent **must** be taken for an individual technology (Shi'Ar drives, Warp Drives, etc)

Buildings

The building is the frame into which all the headquarters equipment is placed. It should have enough space for all equipment, plus extra space for the inhabitants and living quarters, if required. Let common sense decide if the territory is getting too crowded for the members, rather than any set rules. Heroes tend to be pack rats, acquiring bits and pieces from previous adventures, interesting technologies and half-finished experiments and mementos from old ex-foes. Were it not for villains scheming to destroy the HQs, heroes would have to hold garage sales in order to clear the equipment out. An easy way to determine if the building has sufficient room is to take an inventory of what is inside. List the rooms and the major equipments therein (no, don't bother about hairbrushes and the like). This gives your heroes the idea of where to find that cosmic ray-blaster when the super-Skrull drops in unexpectedly.

Heroes seeking an HQ may rent an existing structure, buy an existing structure, or build their own. The FF have done all three, starting out renting the top 5 floors of the Baxter Building, then buying the structure outright, and most recently building a new Baxter Building after the original was destroyed. Building your own HQ costs as much as buying, though the time must be figured using the building rules.

Buildings are defined by a number of factors: original purpose, number of floors, running water and power, how close it is to schools, etc. While all these are important, the key is size, cost, and material strength of the structure. These are noted in the MSH Encyclopedia.

Size is a general statement. Small quarters are suitable for one or two heroes with a small amount of equipment, and has two, maybe three areas or rooms. Mid-sized housing is suitable for two or three heroes, any support crowd (offices would fit into this area), and runs no more than 5 areas or rooms. Large is suitable for a number of heroes and equipment, and has 10 or more areas spread

over two floors. Deluxe is the largest size, and is for heroes with several vehicle types, trophy rooms, and living quarters. It has 20 + areas spread through 3 or more floors. Spider-Man's lodgings are an example of Small dwelling. The Heroes for Hire offices were Mid-sized, the Angel's place used by the Defenders in Colorado Large, and the Avengers' mansion, Baxter Building, and Doctor Strange's sanctum sanctorum are Deluxe. (The last measures interior size, not exterior.)

Cost is a reflection of location as well as size of the structure. The listed prices are for a building in most American cities and their suburban surroundings. If the heroes are apartment hunting in Manhattan or the richer suburbs, raise prices by 1CS. If the heroes settle down in a relatively secluded spot, like Colorado, Tamarind Island, or Lake Geneva, shift cost down by 1CS. Cost is presented in two values. The first is the cost if the character is renting, payable by the month. The second is if the character is buying or building (in the case of apartments, this is dealing in condos).

Material strength is considered to be the strength of the walls and floors. For the sake of simplicity, wall and floor strength are noted as one in the same, but there will be situations where they may be different: in particular, dealing with large pieces of equipment. A floor can support a load equal to its material strength + 2CS over time, and a higher amount for temporary periods (people walking on it). Material strength is considered similar throughout, though lightweight openings (windows, doors) will create weak spots that a hero (or villain) can crash through.

Unknown Technology

If another character is using the devices inherent to a high technology hero, the character using those devices must make a Reason FEAT to correctly use the device. The FEAT is always a green FEAT, with failure resulting in the character hitting the wrong button, activating the wrong system, or pointing the weapon in the

wrong direction. Results of these actions vary according to situation, and may range from a -1CS or -2CS to hit or effectiveness, or the damaging of the system itself.

Similar rules apply to characters encountering alien technology for the first time. In this case, a Reason FEAT is made against a standard Remarkable Intensity. Once that FEAT is made, the player can use the alien device in normal situations, and another Reason FEAT is called for only in extenuating circumstances (such as when the character tries a Power Stunt or Vehicle Stunt with the device).

Building and Modifying

Despite the wide variety of items that are offered in the earlier sections, players will often want to have tailor-made items to fit their needs. These items may be more powerful, have better or different powers than the original, or be something totally outside the realm of normally available items. This section deals with building items and modifying existing items, both over a long period and upon demand (the latter is known as kit-bashing).

Note: Hi-tech heroes rely on devices, whether magical or technological in nature, to provide their super-human abilities. These items possessed by the hi-tech hero at the start of the campaign are not affected by the rules herein. Hi-tech abilities are increased and modified as for any other heroic character.

The key requirement of building an item is its **Effective Cost**. Effective cost determines the Resources required to make an item, the amount of time that must be spent to build an item, and whether or not that item works. A hero may attempt to build an device that has a higher effective cost than his Reason.

Effective cost is determined in the following fashion. Take the highest applicable rank number for that item. For every applicable rank that is equal to that rank, add a +2CS. For every applicable rank that is one rank lower than that rank add a +1 CS. This gives the base cost for all types of items. Ranks of two or more CS below have no effect on effective cost. Further modifiers may alter the effective cost, according to the item.

What is an applicable rank, anyway? It is one of those ranks that define the performance of the item.

- In the case of vehicles, applicable ranks are Control, Speed, Body, and Protection
- In the case of weapons, applicable ranks are generally Damage, Range, and Material strength.

- In the case of items that enhance abilities (such as power suits), applicable ranks are those abilities that are modified, and the material strength or Body Armor.
- In the case of robots and other artificial beings, the applicable ranks are the listed abilities and any additional Power ranks.
- In the case of all other things, the applicable ranks are material strength and Power ranks involved. The more an item does, the more applicable ranks it involves, and the more it will cost to build.

In addition, certain specific functions of the item may shift the effective cost upwards or downwards. Certain special items may be required to finish a device (such as an Alludium Q-36 Space Modulator). These requirements are described in full below.

Upon finding the effective cost, the player whose character is building the item makes a Resource FEAT to determine if he can afford it (for more expensive items it may be necessary to use his Contacts). If the character can afford the item, work begins.

The time for invention takes as long in days as the item's effective cost rank number (something that costs Typical takes 6 days). Upon completion of the time and cost requirements, a Reason FEAT is made to determine if the invention really works.

Breaking down this process into its steps, the first concerns the general type of item that is being built, and the additional modifiers to its effective cost.

Weapons

Weapons are defined by Range, Material Strength, and Damage.

Range is set from the following table. If the weapon falls within that range, it has that rank.

Range Ranks

Range in Areas	Rank
Touch	*
1	PR
2	TY
34	GD
5-6	EX
7-8	RM
9-11	IN
f2-20	AM
21-40(1 mile)	MN
41-60	UN
61-80 (2 miles)	Shift X
81-160 (4 miles)	Shift Y
161-400 (10 miles)	Shift Z
10-100 miles	Class 1000
Intercontinental	Class 3000
Interplanetary	Class 5000

Weapons that inflict damage only on touch do not have a applicable cost rank, and in fact, reduce the total cost by -1CS. For example, a Monstrous Strength sword would have a -1CS, for Amazing Cost, in the final cost of the item.

Figuring the damage rank is easy -- find the amount of damage the weapon inflicts under normal circumstances, treat that as a rank number, and the weapon has that rank damage. Weapons that do not inflict damage but require ability FEATs (such as stun cannons) use Intensity rank as opposed to damage rank. Example: a handgun inflicts 6 points of damage with standard ammunition. This is Typical damage, so the damage rank of the handgun is Typical. A stun pistol has no damage rank, but an Intensity rank of Good. Its damage rank for the purposes of figuring effective cost is Good.

The material strength rank is the set material strength of the device, and reflects the amount of damage the weapon can take. It is possible to build handguns and daggers of Feeble material, but they can be easily damaged.

Other modifiers to Effective Cost:

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- If weapon must be touched to the target to inflict damage, modify by -1 CS/
- Items that are thrown such as grenades or Shuriken ignore the range modifier (but do not gain the -1 shift for having to touch the target).

Example: Building a machine gun as listed on the Weapons Chart.

Inflicts 30 points damage Remarkable

Range of 10 areas Incredible

Made of Good strength material Good

Effective cost is Incredible +1CS (for Remarkable damage) for cost of Amazing.

Example: A Laser rifle as listed on the Weapons Chart

Inflicts 20 points damage Excellent

Range of 4 areas Good

Made of Typical material Typical

Effective cost is Excellent +1CS (Good range) for Remarkable effective cost (as expensive as the standard listed price, but remember, these things are illegal).

Example: A Knife as listed on the Weapons Chart.

Inflicts 10 points damage Good

Can be thrown No Modifier

Material Strength Excellent

Effective cost is Excellent +1CS (good damage) -1 CS (melee weapon) for Excellent Cost. Costs much less to buy one.

Vehicles

The applicable ranks for vehicles are: Speed, Control, Body, and Protection. Vehicles are of a set type (Road, Off-Road, etc.) determined at the start of construction.

Other shifts:

- +1CS Occupies more than one area (compartmented vehicles always occupy as many areas as there are compartments)
- -1CS If craft offers no protection
- +1CS If craft is GEV

Example: Building your own Sedan

Control	Poor
Speed	Good
Body	Good
Protection	Typical

The price of building this sedan is Good +2CS (for the other good ability) +1CS (for Typical Protection) or an Incredible effective cost to build a car from scratch. Keep this in mind when borrowing the car. it is cheaper to buy them from a major company, which manufactures a lot of standardized types.

Example: Building your own Skymobile

Control	Excellent
Speed	Incredible
Body	Excellent
Protection	0

The price of building is Incredible, -1CS (Excellent Control and Body neither add nor subtract, but there is no Protection) for a Remarkable cost.

Note on arming vehicles: The best approach is often to build the vehicle first, then add any armament, either from off the shelf, or by building it separately. It is cheaper to build the tank, then add the light artillery and machine guns, than to build the entire operation all at once.

Power Suits

This category includes all items that modify the wearer's seven basic abilities. The applicable ranks are the item's material strength or Body Armor (whichever is higher), and the final stats of the modified abilities.

Other modifiers:

- +1 CS for every Power added (if Power is within one of, or higher than, the highest stat, it becomes an

applicable rank, and this modifier is ignored)

Example: You wish to build a super-powered suit of Good material, providing Excellent Body Armor, raising your Strength to Amazing and Endurance to Incredible. Effective cost is Amazing +1CS (for the Incredible) or Monstrous cost. The Good material and Excellent Body Armor have no effect on the effective cost.

Example: You wish to build a super-powered suit of Excellent material that provides Good Body Armor, raises Strength to Remarkable, and duplicates the powers of Flight at the Excellent rank, with Force attack (Repulsors) at the Remarkable rank. The effective cost is Remarkable (highest rank) + 2CS (other Remarkable) +1CS (one of the Excellent ranks) +1CS (the other Excellent rank) for Unearthly cost.

Compare the two examples. It costs more to build a power suit with more options than one that has certain specialized functions. This is why such suits are normally restricted in their capabilities. (Remember -- Hi-tech heroes such as Iron Man exist outside this way of constructing items.)

Power Suit Option: An alternate method of building a Power Suit revolves around those suits that modify the ability by column shifts as opposed to setting higher levels. A harness that would increase the wearer's Strength by +1CS (Excellent max) would be of this type.

For building Power Suits of this type, figure the effective cost using the material strength or Body Armor rank (whichever is higher), and the Power ranks of any powers that are given to the suit. For every shift that the suit modifies a primary ability, modify the result by +1CS.

To determine maximum ranks, calculate the results if the inventor (choose one if a group effort) were wearing the suit. If an inventor with a Strength of Good built a suit that modified Strength by +1CS, the maximum Strength would be Excellent.

Example: A character is building a Power suit made of Excellent materials, providing Typical Body Armor, and duplicating the Flight power at Good rank. The suit modifies Strength by +2CS, and Endurance by +1CS. Effective cost is Excellent +1CS (Good flight) +2CS (Strength) +1CS (Endurance) for an Amazing effective cost. The inventor has Good Strength and Typical Endurance, so the maximums of the suit are Excellent for both. Were the suit constructed to provide Excellent Strength and Endurance, cost would be prohibitive (Excellent + 2CS (one Excellent) +2CS (second Excellent) +1CS (Good Flight), for Unearthly effective cost.

Robots

Robots and other mechanical constructs that duplicate or imitate the abilities of living creatures are constructed along similar lines. Applicable ranks to figure effective cost are those the robot possesses; if the robot has no Fighting ability, none is counted. Non-player robots (things built by player characters) rarely have Intuition and Psyche abilities, and those that do are considered free-willed individuals (examples: Ultron, Delphine Courtney, and the original Human Torch). Non-Player robots (those with limited programming) are considered to have Typical Reason, those who are able to talk Good Reason. For the effects of this Reason, see Programming under the Modification section.

Other modifiers:

- - 1CS if the being is humanoid
- + 1CS if the being is supposed to imitate a specific individual

Example: The X-Men build a humanoid robot to serve as a sparring partner for Colossus. The Robot has the following stats:

Fighting:	Excellent
Agility:	Excellent
Strength:	Monstrous
Endurance:	Incredible
Reason:	Typical

Has no Intuition, or Psyche. Made of Incredible Strength materials (has

Incredible Body Armor as a result). Effective cost is Monstrous -1CS for Humanoid form, or Amazing cost.

Example: Arcade wishes to construct a duplicate of Doug Ramsey in order to lure Kitty Pryde into a trap. The android has the following stats:

Fighting:	Poor
Agility:	Typical
Strength:	Typical
Endurance:	Excellent
Reason:	Good

No Psyche or Intuition. The Reason ability reflects a programmed set of reactions and a library of languages to duplicate Doug's abilities. The android is made of Good material. Effective cost is Excellent +1CS (Good material) +1CS (Good Reason) + 1CS (duplicate of existing being) or Amazing cost.

Other Items

Other items are built in the same fashion as listed above. Always consider the material strength of the item, and any ranks the item has as the result of its performance.

For example, the Missile falls outside the normal weapon requirements, its applicable ranks are Body, Control, Speed, and Damage. Similarly, explosives have one rank number, that being their effective cost (over the counter explosives are more expensive, but have less of a tendency to blow up before you want them to).

Important — Items which duplicate powers that are not readily reproducible by 1980's technology always have an applicable rank of Monstrous added to everything else. If you want to build a Teleporter, duplicating the power at the Poor rank, there will be an additional applicable rank of Monstrous because we currently do not have teleporters in our society. Likewise, a device that flies by means of jet engines would not suffer this penalty, but one which provided flight by anti-gravity devices would.

Example: The players wish to develop a medical scanner which would monitor the patient and diagnose the patient's ailment. Early forms of this type of "diagnostic bed"

exist, so the Monstrous limitation does not apply. The bed and its components are made of Good material, and the device should be able to provide medical opinions Excellent with Excellent Reason. The effective cost Excellent would be Excellent +1CS for the materials Monstrous or Remarkable. If the device needed to be Incredible able to scan through the 3-inch steel hide of Typical the team's resident bulldozer (incredible armor), the cost would be Incredible. Example: The hero team wishes to develop a device that would scan alternate dimensions. Such a device does not exist in the "real world," so the first applicable rank is Monstrous. It is made of Excellent materials, and must punch through into another dimension with Amazing ability. Effective cost is Monstrous +1CS or Unearthly.

Other modifiers to Effective Cost:

- +2CS if the device cannot normally be seen
- +1CS if the device is pocket-sized
- +1CS if the device is portable
- +1CS if the device occupies more than one area

Special Requirements for Inventions

Often a device may require a specific item to work properly. This is a Special Requirement. The special requirement is set up for the Judge as a safety mechanism to prevent too many wonders of technology from floating around, and to provide a base for hero (and villain) actions.

Devices which have an effective cost under Remarkable rarely need a special requirement. Those with an effective cost of Remarkable or higher may have one special requirement, while those of Monstrous or higher effective cost will always have at least one special requirement.

Special Requirements are set by the Judge as specific items for

completion of the work, and the Judge's handbook delineates her options. The special requirement may be a particular circuit, a secondary invention required to make the item work, a new method of producing an item, a special alloy or substance with specific unique properties, or an existing device to use as a model.

The Resource FEAT and Building (Or, how am I going to PAY for all this?)

Once effective cost is calculated, the player(s) involved make a Resource FEAT. This FEAT may be out of one character's pocket, a combined FEAT if two characters have Resources within one rank of each other, or as a result of using Contacts with sufficient Resources to create the device.

Example: An interstellar destabilization detector is calculated as having a Monstrous cost. The Resource FEAT may be made as follows:

- A single character with Resources of Monstrous makes the FEAT roll.
- Two characters with Amazing Resources, or one with Amazing aided by one with Incredible Resources, make a single FEAT.
- A character with insufficient funds, but with Contacts in an organization with Monstrous Resources, persuades them to fund the project. A hero with Good funds but Contacts with the Department of Defense convinces them that this is a good idea (Popularity FEAT -- possibly more than one). Contacts providing the funding may have their own restrictions or requirements to any such agreement.

If the Resource FEAT fails, the hero may not make another attempt before the next week. Cost is not prohibitive, but the character does not have the money right now.

Time and Building Things

The effective cost determines the time it will take in days to complete the product, assuming normal working conditions. The rank number of the effective cost rank is the number of days the project will take (an item with an effective cost of Typical would take 6 days, one of Unearthly 100 days).

The time represented is for one man, working alone, with regular stops for eating, sleeping, and other necessities. Conditions may reduce the time according to the situation :

- If the inventing character (the one whose Reason will be used to make the FEAT) has aid (a lab assistant), the time is halved.
- If the inventing character's assistant has a Reason within one rank of the inventor's then time is quartered (this is why brilliant scientists always seem to have searched out equally brilliant, but often morally corrupt, lab assistants). If the inventor works straight through, time is again halved. An inventor along with his brilliant lab assistant of equal Reason, working around the clock on a project of Excellent effective cost (20 days normally) would complete the project in 2-112 days. Working straight through indicates other short-cuts, as well as a lack of attentiveness to details, and may result in a negative column shift upon completion.
- Work performed by NPCs based on the player character's requests or designs will always take the maximum amount of time. This includes situations where the hero has hired or persuaded someone else to do the work. A hero may only work on one project at a

time, though he may have several inventions being developed by others.

Success! or -- Eureka! I have found it! (Now, where did I put that plutonium...)

After making the Resource FEAT and spending the amount of time required for the invention, the inventor makes a Reason FEAT roll to determine if the invention is successful. Use the hero's Reason, or the highest Reason of those heroes involved, with the following modifications:

- +1CS for assistance, no less than one rank lower (maximum of +1)
- +1CS for each applicable talent (examples -- electronic for building a robot, piloting for building a plane; maximum of +3CS from talents)
- -1CS if time was shortened by rushing
- -1CS for each special requirement in the invention (Maximum of -3CS)
- +1CS if the device existed previously from a failed experiment or from kit-bashing)

The inventor makes the Reason FEAT and reads the result from the list below. If the effective cost is greater than the Reason of the inventor (after all shifts), then the result is read as one color less than the one rolled. (Red becomes yellow, yellow green, and green becomes white).

- White Result- You missed something, but a double check shows what it is. Start again. No Resource FEAT is needed, but the amount of time is the same, and a special requirement is added.

- **Green Result:** It flies, Wilbur, but not for long. The device will fail in 1-in turns. Failure may result in destruction or damage, depending on the situation. Repairs done as for White result.
- **Yellow Result.** Working prototype. Operates at -1CS for all abilities until fine tuned. Fine tuning takes 1-10 additional days.
- **Red Result Success!** The device does exactly what it was designed for.

Karma and Success: Karma may be added before the die roll, but in this case, and this case only, the amount of Karma should be determined before the roll is made.

Kit-Bashing

All of the above is very good when you have the time to work on a device, or have others work on it for you. What happens when Terminus pops up, and you need that device to help you defeat him?

You start kit-bashing -- taking what is available and working with it to get something that will save the day.

Kit-bashing is conducted similarly to normal invention, but at a highly collapsed timescale, at the expense of Karma. Expenditure of ten points of Karma will reduce one day of normal work to one round. If a device has Monstrous (75) effective cost, then it would take 75 days under normal circumstances. At an expenditure of 750 Karma points, this may be reduced to 75 turns.

Kit-bashing may be used to rush a project to completion. If you are on day 5 of an anti-Skrull product requiring 10 days, and the Skrulls invade, you can complete the project in 5 turns by kit-bashing. If any part of the device is kit-bashed, the entire device suffers the effects of kit-bashing.

Kit-bashed devices will succeed on a Reason FEAT of the inventor, but will only operate for 1-10 rounds before becoming inoperative (depending on the device - some may be inoperative in particularly spectacular fashions). If

the inventor can salvage the pieces, he will receive a bonus on future FEAT rolls to duplicate the device.

Karma for kit-bashed devices may be pulled from any sources available to the inventor, including his own fund of Karma, Karma pools he belongs to, and Karma that has been set aside for Advancement. Allies of the inventor may contribute their Karma as well, if they are assisting.

Modifying Items

Often, a full design is not necessary, as an existing weapon, device, or vehicle may be modified to perform the actions necessary. This is known as modification, and is often less expensive than full-fledged invention. Modification is also used to smooth out the rough edges of inventions, and improve them slowly.

Only one modification may be made at a time. If you wish to improve the Speed and Control of your convertible, first you must improve the Speed, then in a separate modification improve the Control. If you wish to add weaponry or flight capabilities, these would be separate modifications.

Modifications that alter abilities have an effective cost of the new ability rank, but may only be made one rank at a time. If you wished to increase the Body Armor of a power suit from Good to Remarkable, you must modify it first to Excellent, then make a second modification to Remarkable.

Modifications that give abilities that the device previously did not have (such as Flight for an off-road vehicle, or adding machine guns to your jeep) are handled according to situation. In cases where the modification is easily made (adding Light Artillery to a tank), the effective cost is Typical (it is effectively installation only). In cases where some modification of the device itself would need to be made (flight for the off-road Vehicle), effective cost is equal to the new power added, but never less than Good effective cost. Remember that modifying devices for powers not reproducible by modern technology (a gun that only hits people thinking of crime) are Monstrous, at minimum.

Time and success of a modification are determined as for any invention. Failure may damage the original device as well. Modifications may be kit-bashed.

Programming and Reprogramming

Computers and the programming of robotic NPCs present special problems, and as such are dealt with separately. Such devices are assigned Reason abilities, but possess no creative thought or personality of their own (player character robots are, as always, an exception). The "Reason" ability reflects the amount of information the device has, and the ease with which it may be accessed. A computer with vast information with its data trapped behind codewords, split into various files, and unable to access important programs is as "dumb" as a home computer.

Computers are only as smart as the information they get, and can only answer a direct inquiry. Gaining information from a computer is easy, if the proper passwords are known. The fact that passwords are usually restricted to those with need to know is the restriction of the computer. Most computers have a restriction of Excellent. Those with sensitive information have restrictions of Remarkable or higher. NPC robots have restrictions and inhibitions as listed for their Reasons.

Information may be taken from a computer with a Reason FEAT, green if passwords are known, red if they are not. Robots and computers may be reprogrammed, again at a Reason FEAT. Time is equal to the restriction rank number in turns. Example: Nightcrawler reprograms a bunch of Arcade's androids to attack Arcade. This takes 10 rounds each (Good Reason), and requires a Reason FEAT for each robot.

Repairs

Long-term repairs are made at repair centers. Heroes intent on making repairs may invest in a repair center. The cost of the center is equal to the effectiveness of the repair center. A

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repair center of Good cost may repair at the Good level; one of Remarkable cost will repair at the Remarkable level.

If a damaged device (usually a vehicle, sometimes a robot, and rarely a weapon) is brought in, it can be repaired. Damaged devices are those that are reduced in abilities because of beings hitting on them. A repair center can restore the device by one rank if a Reason FEAT is made, using the Reason of the repair person or the value of the Repair center, whichever is lower. Karma may be added. Effective cost is as for modifications, but time is measured in hours as opposed to days.

Example: A Self Propelled Gun made a wrong turn when fighting the Hulk and lost two ranks of Body, from Remarkable to Good. The repair center is of Incredible ability, and the tech on duty has a Reason of Remarkable. The center must restore the Good Body to Excellent, and finally to Remarkable. This will take one man 20 hours for the first, 30 for the second. (Time may be reduced by assistance.) Repairs are automatic as long as the rank of the center is higher than that of the device. Otherwise a FEAT (Reason of repair person) is needed, with failure resulting in the damage being beyond the ability of the shop to repair.

Repairs in the field may be made with a Reason FEAT of the repairing character. The Intensity of damage is equal to the original stat that is trying to be repaired. Field repairs will last for 1-10 hours before shaking loose again (damage reduced to original with an additional rank of damage).

Devices which have had abilities reduced to below Feeble are beyond hope -- they cannot be repaired. Their materials may be salvaged for use in new inventions along similar lines, with the resulting bonus to the roll for success.

Magic



This section will be available in the finished PHB.

Psionics

This section is taken from the Universal Heroes Manual of the Psi, by Denny Hill, and adapted for use within the MSH Expert Edition.

What exactly is this psionics thing, you ask? Well, psionics is the practice of tapping into your inner potential, letting you perform feats with your mind and body that are normally thought to be impossible. Most all human beings (well, just about every sentient being, anyway) have the potential to become psis, but they don't due to a lack of either the proper training or the drive to succeed in the mental arts. A select few have what it takes, however, and these special folk are the subject of this chapter.

The basic idea is this: with lots of deep meditation and intensive training, you may eventually unlock certain abilities contained within your mind, body, and spirit -- abilities that all beings can theoretically use if they simply put their minds to it. It is vital to understand this basic tenet of true psionics: all of the abilities acquired through psionic study are not superhuman powers of any sort, but are instead learned talents. In other words, psionicists are effectively normal humans for the purposes of game play, and aren't at all affected by the more traditional methods of power neutralization.

The basic principles of psionic power are described in great detail in the following sections, in order for you to make your own psionic PC or to simply gain more information about the psi, should you ever encounter one in your own adventures.

MSH Encyclopedia Vol 7: Psionic Powers contains a description of every single psi power currently available in the MSH Expert Edition.

Core Principles

Before you go off and make your very own psi, there are a few basic concepts about this character class

you need to understand, that are presented in the following sections.

Psionic Disciplines

The first vital concept that one needs to understand is the discipline structure of psionic powers. Disciplines are, in the end, groups of psionic powers, each of which represents a different type of psi power available to a student of the mental arts. Psionic disciplines mean different things to different characters, a fact that becomes evident during character generation, but this definition will do for now.

Those of you who cheated and looked ahead will notice that there are nine disciplines of power described in the Manual of the Psi. Six of these are available to your standard psi, and the other three can be gained through use of the CmC rules; table 2 in the PsCGI reflects this, and keeps the psimantic, technopsi, and theonic disciplines out of a regular psi's hands. These are included in the Manual of the Psi to prevent any unnecessary duplication, and to keep all the rules in one place.

At any rate, all the psionic disciplines of power are described here:

Empathic Powers: empathic powers are those that are gained by acquiring an awareness of the threads of life-force woven throughout the multiverse, often known as the essence. Once a psi can perceive the essence and see how he is connected to it, he can control the very forces of life and death.

Metapsi Powers: metapsi powers are those that are acquired when a psi learns the various ways in which he can manipulate his own body. The metapsi powers give one a definitive physical edge over most humans (and many super humans, as well), granting exceptional durability, attack capability, and physical prowess.

Psikinetic Powers: these psi powers are the mental means of manipulating energy and matter, both animate and

inanimate, without physical contact. A psikinetic has the ability to manipulate, destroy, and even create (to some extent) objects in his environment, as he sees fit.

Psimantic Powers: strangest of the nine psionic disciplines, the psimantic powers allow a psi to manipulate the very forces of magic to produce various effects. With practice, a psionicist can eventually stand toe to toe with even the mightiest of magicians, having full control over the powers such beings regularly use.

Psimotive Powers: the rather potent psimotive discipline contains all of the means of egress from one location to another, most often without physically crossing the spaces between them. Once a psi has mastered this psionic discipline, he can be barred from no place, as he has the means to reach everywhere.

Psipathic Powers: true powers of the mind (as if the others were not), the abilities of the psipathic discipline are used to achieve direct mind to mind



contact. With a bit of work, a psipath can use these impressive abilities to communicate with, control, or possibly even destroy the minds of others.

Superpsi Powers: the complement of all other disciplines, the powers of the superpsi are used to manipulate the psionic powers of you or another. This discipline is extremely powerful when combined with any of the others, but it is nonetheless quite useful in its own right, having several unique powers within, just waiting to be discovered...

Technopsi Powers: a relatively newer discipline of training, technopsi powers deal with all things technological (if you didn't already guess). Once he begins his study of them, a psi will gradually acquire more and more control over



electronic and mechanical things, and will quickly evolve into a technological dynamo.

Theonic Powers: the rarest of psionic abilities, theonic powers deal with all things divine. They're used to mimic the abilities of, communicate with, and combat immortal beings. The theonic powers are very dangerous to have (much less, to use), however, as the gods tend to be a stubborn lot, and can use the unprepared theonist in any way they choose...

Psionic Power Types

Another thing that a body should know about psionic powers is that they come in three distinct flavors. In the order of their importance and magnitude, from first to last, they are arts, talents, and skills, all three of which are described here:

Arts: the big guns of the mental trade, these powers most often take the form of devastating attacks and many other vital capabilities. As the most potent psionic abilities, arts end up costing the most when purchasing new powers, and begin at the lowest power level of the three when bought (at Good (10) rank).

Talents: though they aren't necessarily the most potent psi powers, talents do have many uses. Usually defensive or backup in nature, psionic talents are often the difference between life and death in battle. Talents usually begin at a medium level of power (Excellent (20)) when bought, and are not too expensive to purchase.

Skills: often the most passive of the psionic powers, skills are nonetheless vital to the success of any psi. This is, of course, because they take the form of defensive, sensory, and other, less flashy (but necessary) abilities. Least expensive to buy, skills also start at the highest level of power when bought (Remarkable (30)).

Character Generation: the Making of the Psi

The psi wields many unbelievable and fantastic powers while being simple, normal humans (physically, at least). With this in mind, the psi will roll for his Fighting, Agility, Strength, and Endurance on column 2, and his Reason, Intuition, and Psyche scores

on column 3 (with a +2CS bonus) of the rank generation tables.

Schools of Study

After all that initial information has been determined, it is time for the player to decide the manner in which he will be learning his psionic powers. While the player should choose the school he will be utilizing to acquire power, table P1 is provided for the random element if it is desired. There are three basic schools of thought concerning psionic training. While the end result of each will be the same (the character acquires psionic powers via all three), the means with which this is done can vary wildly from psi to psi. The key to these differing processes is the flexibility with which powers are gained, which is explained in the definition of all three methods of power acquisition.

Traditional Study: the least flexible and most regimented of the three types of psionic learning, traditional studies are nonetheless preferable to most players who see themselves investing lots of time (and karma) into their character. In effect, traditional study requires that a psi student choose one discipline to begin with, and not begin the study of another until he has mastered that first one. Once this has been done, he may learn additional powers from it at his leisure, as well as beginning his studies in the next discipline of his choosing.

While this severely limits the range of powers the psi has to choose from at first, the traditional school of psionics does indeed have several pluses that balance out this limitation. First off, the intensive study of specific disciplines makes the psi assimilate powers more easily, reducing the karma cost for newer powers. Secondly, as the psi must master a discipline before starting up another

Table P1: Psionic Schooling

01-33 Casual Psionics
34-66 Intermediate Psionics
67-00 Traditional Psionics

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one, he gains the benefits of doing so. Finally, the traditional student can eventually overmind in a discipline if he studies it long enough, an ability casual and intermediate psis lack outright. For details on disciplinary mastery and psionic overminding, read the character advancement section.

Intermediate Study: though a little bit more regimented than casual methods of psionic training, this school is still more flexible than the traditional vein of psionic studies. This is because the intermediate psi is allowed to change disciplines after learning three powers in said discipline (if he so desires), as opposed to having to master it first. The end result of this is that, while a bit more restrictive than casual study, the intermediate power acquisition method is structured enough to allow the psi to potentially learn all of the available powers in a discipline, unlike the casual psi (who is restricted in exactly what he can be taught).

The greatest advantage of intermediate schooling over casual study is that the student can eventually master psionic disciplines like a traditional psi, but this may end up taking longer (since the temptation to shift to other disciplines for a time can often be quite strong). The disadvantage of this school is that an intermediate student will never have the potential to overmind in a discipline as can a traditional psi. Furthermore, intermediate schooling requires that the student pay more karma for his powers as he learns them (but still less than a casual psi would have to).

Casual Study: the psi participating in casual study will have a madly variant selection of powers, as he's not bound by the prevailing theories of psionic mastery. When selecting his powers, the casual psi can draw from a different discipline each and every time he rolls, whether during character generation or while purchasing powers at a later date. This is much more convenient than the other, stricter schools of power acquisition, as the psi will have access to a range of powers that an opponent normally couldn't match.

This wild flexibility does have its costs, however. First, psi powers cost more karma, as the lack of rigid structure in training requires more effort from the psi to master his powers. Secondly, as the casual psi holds no truck with that disciplinary mastery business, he can't ever master any of the disciplines, and can never receive the benefits of doing so. Finally, many of the most powerful psionic abilities are just unavailable to casual psis, since their unconventional minds simply aren't organized enough to use them.

Determining Beginning Discipline(s)

Once you have chosen the schooling that fits for this particular psi, you need to determine what his initial discipline of power is. While table P2 is provided for those who don't wish to choose, every psi is allowed to pick the first discipline he will be rolling his powers from. Of course, what this means to each psi will depend on the schooling he follows.

Table P2: Psionic Disciplines

01-16 Empathic Powers
17-33 Metapsi Power
34-50 Psikinetic Powers
51-66 Psimotive Powers
67-83 Psipathic Powers
84-00 Superpsi Powers

Traditional psis are kind of stuck with their first discipline, as they must study the powers within until they master it; in other words, they need to learn nine powers in their first discipline before they can choose to train in another. Unlike psis who are of intermediate or casual schooling, traditional students do not have to deal with acquiring another discipline during the entire character generation process. So, since you'll be stuck with that first one for quite some time, you'd better be really sure that you like the powers within.

Intermediate psis aren't so bad off, as they can change disciplines with higher frequency. After rolling up their first three powers (see below), they must roll on table P2 for another

discipline, unless they are sticking with the one they started with. Further changes are available to the intermediate every time he has acquired a number of powers equal to a multiple of three (3, 6, 9, etc...). A generous GM may even let an intermediate psi pick his next discipline instead of having him roll it up randomly...

Now, for the casual psi, this discipline will be where he gets his first power from. After this has been determined (as described in the next section), he will roll randomly for his next discipline on table P2 and then acquire another power. This process will continue until he is all out of powers. Often, if the game Judge is willing (and a nice guy), he'll let the casual psi choose the next discipline he will roll from; this is the Judge's discretion, however.

I can assure you that they're often nice in this area, most of the time...

Rolling for Initial Powers and Power Ranks

Before rolling up the powers your psi will be wielding, it is important to know that this must be done in a specific sequence. A psi will always roll for powers in the order of art, talent, and skill within a given discipline. In effect, each time the psi encounters a new discipline when rolling for powers, the resulting power that is picked up will be an art. The second time he rolls from a discipline, the power gained will be a talent. The third time he rolls from a discipline, the psi will roll for skills, and so on. Now, this only tends to cause headaches for casual psis, who are constantly shifting disciplines.

Furthermore, it is important to note that each psionic discipline has a signature ability, one power within the discipline that lays the mental groundwork for all the others. These special powers are absolutely vital to true mastery of the discipline, so the traditional psi must learn them first, before studying any other power in that discipline. An intermediate psi need not learn the signature ability first, but will not master a discipline until it is studied. As usual, casual psis fly in the face of tradition, so they

don't need to study signature abilities at all, and can learn psi powers within a discipline unhampered by their lack of knowledge. Signature powers are marked with an asterisk (*) in the MSH Encyclopedia

With all that understood and settled, it is time to actually roll up your psionic powers. To start with, roll the number of initial powers your psi will possess on table P3. Having determined that, go ahead and use the tables in MSH Encyclopedia Vol 7 to determine your powers. Note that two tables exist for each level of power within each discipline, one for the casual psi and one for the intermediate and traditional students. A player can pick or roll for his powers, depending on the disposition of the Judge, though I personally recommend a mixture of both; this helps to generate a psi that is both what the player wants and is refreshingly new each time. At any rate, don't forget to get your powers (by whatever means) in the proper order.

Table P3: Initial Number of Psionist Powers

01 Two Powers
02-25 Three Powers
26-50 Four Powers
51-75 Five Powers
76-99 Six Powers
00 Seven Powers

It is important to note that a few psionic abilities have a prerequisite power; that is, they cannot be learned before the prerequisite power has been. Powers that require a prerequisite are noted with a capital 'p' in their power listings, and those powers that don't require a prerequisite aren't. If a power you've rolled requires a prerequisite to be learned first, and you don't yet have that power, you have several means of handling this.

First, you can discard this power and try for one where the prerequisites are not a problem. However, you have the option of selecting this power and the prerequisite(s), if you still have enough power slots of the same power class still available. If room is still a problem and you really,

really want to have this power, you can opt to discard some of the powers you've already rolled up to make the space, if it is that important.

Once all of your initial powers have been sorted out, it is time to roll ranks for them. Do this on column 3 of the Random Ranks table, and add a +3CS bonus.

Talents, Contacts, and Quirks

Generate Talents, Contacts, and Quirks as you would for a normal character.

Filling in the blanks

Once all the basic details concerning your psi have been ascertained, it is time to 'fill in the blanks', or to detail all of the N/PC's personal information and background. Who is he? What does he look like? Where is he from? What is he like? Why has he spent the time to learn the mental arts? Who trained him how to access his inner abilities? Why?

With the sole exception of your psionic master (who the Judge must generate, with maybe the exception of a name), all other character information must be determined by the player in order to make it truly his character, and to really 'flesh him out'. This is often the most difficult part of the character generation process, the part where many tend to fail.

However, with a little effort and some serious consideration, the answers to these questions can make that simple little piece of paper with all the funny words on it really come alive!!!!

A Day in the Psi Life: Everyday Existence for Psionic Folk

Okay! Now that you have your funky new psi character, what do you do with him? Does he just sit around all day, hanging out at the local diner watching television, waiting for that news flash about the latest criminal caper? Well, maybe. But he might just have a life, you know.

Daily Life

The convenient thing about a psi is that he shows no outward sign of having any super human nature, unless he's actually using a power. This makes it awfully easy for a psi to maintain a secret identity. As such, most tend to do so, since this helps to keep trouble away from the house (and thus, away from friends and relatives). Not all of them do, mind you, but it's easier in the long run.

An important thing to consider is how easy one's psi powers can help out their job. Imagine the television repair man that has diagnosis, or the lawyer with lie detection. These psis could be frighteningly good at what they do, and make lots of money in the process. Is this entirely ethical? That's a very hard question to answer, but when the bills are due, it can be difficult to resist the temptation to 'cheat' with one's powers.

Of course, the opposite lifestyle is also an option. The character could live in costume, having a public identity and staying in a hero group's headquarters. He just might watch the news looking for trouble, or go out on patrol in the Psimobile with his trusty sidekick. The hero biz can easily be a full time job as well. It's all a matter of what best suits the character, something that will have lots to do with his origin, to be sure.

Either way, under normal conditions, a psi will spend an hour or two per day in deep meditation and study, honing his powers to a fine degree. At least. This time could easily be doubled if the psi is attempting to

learn a new power. There is no set time needed to learn new powers, but it's recommended that a psi learn no more than one power per adventure. If he's got a bit of excess karma, make him wait a little while.

What he does with the extra time is, ultimately, up to him. He could go to work, stop a bank robbery, or anything else that turns his crank. If his studies are interrupted, it won't necessarily put a dent in his power ranks; it might just take a little while longer to learn that next power, or to raise an existing rank that much higher...

Psionic Combat

Now we all know that, were the world a better place, super heroes wouldn't be necessary. Unfortunately, a very small percentage of the population is bad to the core, and sure enough, a lot of 'em have super powers. As such, a psi will eventually get into a fight, for some odd reason or another, and there's a few things he ought to know about using his powers in battle, in order to save himself from any unpleasant surprises.

To begin with, psionic combat flows in the same manner as does a regular fight. You determine what you're going to do, you roll initiative, and when it is your turn, you go. The trick is, a psi's powers aren't always 'on', and he must specifically activate them in order to benefit from their effects. As such, a psi is most vulnerable when taken by surprise or ambushed, as he likely has no powers active in his defense.

Now, though he may have twenty six or so psi powers, a psi can only have so many active at one time. The number of powers the psi can simultaneously operate depends on his Reason (mem) rank. To begin with, a character with a Reason rank of Typical (6) or less can only use or maintain one power at a time. For each Rsn (mem) rank higher than Typical (6), the psi can operate or maintain an additional psi power.

Also, it normally costs a psi one action in combat to activate a power, but none to deactivate one. This applies to any psi power, whether it is maintainable (flight, armor, etc...) or

not (empathic hammer, psi bolt, etc...). Now, if a psi anticipates trouble a bit in advance, he can usually activate all the powers that he normally can ahead of time.

For example, say we have a psikinetic fellow with a Remarkable (30) Reason (mem). He can operate a maximum of four powers at once. Now, he knows he's about to get in a scuffle with some mutant thugs, and activates flight, force field, and concussive strike, but leaves room for one more power, just in case the mutants pull something out of their sleeves that he didn't account for. You know those sneaky mutants...

Character Advancement: the Development of the Psi

As the psi gains lots and lots of karma during his adventuring career he may, for some reason, wish to do something with it. Like any other character type, he can spend karma earned through his actions to buy himself new talents, contacts, or ability and power rank increases; this is handled as defined in the Creative Campaigning book. One facet of karma use that is different for psis is the process of buying powers.

Purchasing New Powers

Since psi powers are learned through extensive studies that awaken abilities we all supposedly have, the purchase of new ones is handled much like the buying of talents, although the price of doing so depends on a psi's schooling. For traditional psis, arts will cost 1500 karma points, talents cost 1000 karma points, and skills cost a measly 500 karma points. Intermediate psis pay a little more for powers; for them, arts cost 1875 karma points, talents cost 1250 karma points, and skills cost 625 karma points. Powers aren't cheap for the casual psi, as arts cost 2250 karma points, talents cost 1500 karma points, and skills will cost 750 karma points whenever purchased.

Power Stunts

Another issue is a psi's development of exciting new ways to use his existing powers; these are known as power stunts. Power stunts cost 50 Kpts per try, but are otherwise governed by the same basic rules that exist for all other characters. So go ahead and give that crazy idea of yours a try... it might just work!!

Mastery of the Disciplines

Although the majority of the disciplinary mechanics have been talked about at length, things change a little bit after character generation is

complete. For instance, after a psi has learned nine powers in one discipline (three arts, talents, and skills), he is considered a master of that discipline. This reaps a few cool benefits.

First off, the cost of purchasing further abilities within a mastered discipline is reduced by twenty percent. Secondly, all of the psi's powers in the mastered discipline are boosted by + 1 CS, to a maximum of Unearthly rank. This rank boost applies to existing powers as well as those the psi buys later within this discipline. Finally, as far as traditional students are concerned, the mastery of a discipline leads to overminding.

Overminding in a Discipline

Regardless of the rigid training and all else they must tolerate, traditional psis have it good, since their strict schooling reaps lots of benefits. Both traditional and intermediate psis can master any discipline, but only a traditional student can overmind in one. Overminding is a special situation that occurs within the mind of a psi after he has acquired at least half of the available powers in a discipline.

The theory is this: since the powers in a discipline are structured so similarly, they will begin to overlap in the psi's mind after he learns a majority of them. This will cause a psi to spontaneously develop new psionic powers, ones he hasn't even learned (or paid for) yet! In other words, he need not buy any more powers in that discipline, as they are all going to show up within a month or so, anyway.

This overlapping has another effect as well, that being yet another increase in power; the psi will receive another + 1 CS on all of his power ranks within that discipline, exceeding an Unearthly rank only under very special circumstances (in other words, if your Judge is dumb enough to let you get away with it...). Also, since this utterly completes that discipline, the process of overminding allows the psi to begin work on another discipline if he hasn't already, starting the process all over again!



Psi Subtypes

The variant types of psi are presented here, for your convenience.

Believer: a believer is a normal person who, after holding an intense belief of some kind for too long, manifests some psi powers that mirror the philosophy of his choice. This is different than faith, as the psi doesn't serve some force or deity to acquire power; the abilities just appear, in time, to reflect his mindset. These powers of belief should not be rolled up randomly; instead, the player ought to choose them to represent his philosophy better.

A believer is generated as is a normal psi, with a few minor exceptions. For one thing, he doesn't respect any of the schools of study, as he isn't a trained psi by any means. Secondly, as stated above, he doesn't roll up powers; he and the Judge should work together to pick the abilities most appropriate to his belief structure. They may all be in one discipline of power, or they could come from several.

Otherwise, everything else concerning the believer is determined in a normal fashion. He picks his psi powers in the standard pattern, rolls for his ability and power ranks on the same tables, and he can even make power stunts at the same, low price. The difference shows up during character advancement. A believer can raise his ability and power ranks at the same rate as any psi, but buying new powers cost triple the rate a traditional psi must pay.

Deionistic: a deionistic is a special psi that understands the nature of divinity; in game terms, at any rate. Thanks to this special understanding, the psi can learn powers from a seventh discipline of power: theonics. The psi can use these new powers to advance himself down the road to godhood, from mere mortal to true deity. Other than this, a deionistic is the same as any psi.

He is generated in the same way, and can follow whatever psionic school of training he desires; however, why a psi would treat a shot at godhood casually is beyond me. At any rate,

while the psi moves towards godhood, he has to collect worshippers; he must do this to absorb the power of faith. The more faith a deionistic can collect, the closer to divinity he becomes.

Now, how quickly a deionistic gathers faith depends on how many people he can convince to worship him, and how seriously they believe in his divinity. A serious follower can produce one faith point per year, while less serious folks generate half that. People giving mere lip service to the psi's faith generate no faith points. Special ceremonies create from one to five faith points; this is what holidays are for.

Now, a psi should keep a running total of how many faith points he's earned, as that total determines how immortal he is. A deionistic achieves

mutant and one made with the psi system is just the selection of available powers. Other than that, the process for making a natural psi is the same as it is for any mutant. Roll abilities as standard, then raise the natural psi's End by +1 CS.

He rolls the number of powers he will have on table three. Now, if a natural psi is a first generation mutant, he has to roll up all his powers from the same discipline; this keeps his powers more consistent with each other. If the psi is a second generation mutant, or he has other mutants stalking his family tree, the natural psi can roll from more than one discipline of power, as the Judge sees necessary.

Every other aspect of the character is handled as if he were a standard type of mutant (advancement, power

Table P4: Initial Number of Powers for Natural Psis with Psionic Training

01-06	One natural, one trained
07-13	One natural, two trained
14-19	One natural, three trained
20-25	One natural, four trained
26-32	Two natural, one trained
33-38	Two natural, two trained
39-44	Two natural, three trained
45-51	Two natural, four trained
52-57	Three natural, one trained
58-63	Three natural, two trained
64-71	Three natural, three trained
72-76	Three natural, four trained
77-82	Four natural, one trained
83-89	Four natural, two trained
90-95	Four natural, three trained
96-00	Four natural, four trained

a status of one-quarter immortality after he earns one thousand faith points. 10,000 faith points renders him one half immortal, 100,000 faith points makes him three quarters immortal, and one million faith points earned renders him a true deity, with all the perks therein.

He can spend these points as fast as he earns them; the total amount of faith a psi has earned determines the state of his godhood.

Natural Psi: basically, a natural psi is a mutant that has psionic powers. The difference between a standard

stunts, etc...).

Natural Psi, Plus Training: this psi has natural powers, but has enhanced his abilities through additional training from an actual psi. This character rolls his ability scores as does a natural psi, and then rolls for his initial number of psi powers on table P4; this table accounts for the natural and trained psi powers the character starts with.

Now, he gains his natural powers as all natural psis do, but determines learned psi powers as does a

standard psi. He must choose a school of psionic power, and use it to determine what other psi powers he will end up with. Now, this character gains trained powers as does a regular psi, but cannot acquire more genetic powers without great physical change (as is the case with mutants).

As you can see, characters of this type are exceptionally powerful, having the physical prowess of mutants and the discipline of a trained psi. That is why it is an optional character type, best for higher level campaigns (as are all psi subtypes here in the appendix).

Psychoturge: a psychoturge is like any other psi, in that he is a normal

human who has studied psionic power. Unlike regular psis, however, the psychoturge has access to a seventh discipline of power: psimantic powers. These give a psi mastery over the forces of magic, and eventually allow him to become a true wizard in his own right. This psi is made as is any other psi, but will use table P5 to roll up disciplines randomly, should he need to.

Technopsi: a technopsi is like a normal psi, in that he's a normal human that is schooled in psionic power. Unlike the regular psi,

however, a technopsi has access to a seventh power discipline: technopsi powers. These grant the psi unparalleled power over technology of any type, eventually allowing the psi to become a technological dynamo. The psi is made as is any other psi, but will use table P5 to randomly roll up other disciplines, should he need to.

Table P5: Psionic Disciplines for Special Psi Types

01-14 Empathic Powers
15-28 Metapsi Powers
29-42 Psikinetic Powers
43-56 Psimotive Powers
57-70 Psipathic Powers
71-84 Superpsi Powers
85-00 Special Powers Discipline